

ISSUE NO.
274
DECEMBER
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GTM

GAME TRADE MAGAZINE



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- MONSTERS RANGING FROM FAMILIARS TO TOWERING UNDEAD AWAIT IN THE *TOME OF BEASTS 3* FROM KOBOLD PRESS!
- FROM PLAYFUL KITTENS TO DARK LABYRINTHS, THERE'S SOMETHING FOR EVERYONE THIS HOLIDAY FROM SMIRK AND DAGGER!



DUNGEONS & DRAGONS®

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COVER STORY



The Making Of Disney Sorcerer's Arena: Epic Alliances

Become the next Master Summoner in this Disney-themed strategic battle arena game, where every choice you make determines your legacy!

by Sean "Fletch" Fletcher

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my LITTLE PONY

ADVENTURES IN EQUESTRIA



DECK-BUILDING GAME



- Fully cooperative
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RGS02401

MSRP \$45



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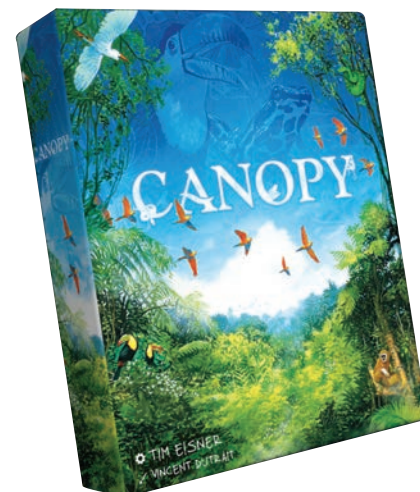
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EPIC SPELL WARS OF THE
BATTLEWIZARDS

ANNIHILAGEDDON 2

XTREME NACHO LEGENDS

WARNING

CONTAINS AWESOME
MATURE CONTENT
AND PROFANITY

2-5

WIZARDS

17+

AGES

45 MIN!

FIGHT TIME

MAYBE A
LITTLE LONGER

ARE YOU READY TO UNLEASH NACHO-FLAVORED CARNAGE?

Be careful: The arena is **XTREME** this time around. As matter of fact, it's totally **XTREME**, it's totally **NACHO**... AND it's totally f-ing **LEGENDARY**. This game features the most **INTENSE** deck-building gameplay legally available!

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Greetings Dear Readers!

Here it is — your December edition of *Game Trade Magazine*!

Winter is here and the end of the year draws closer. This — of course — means colder temperatures but also more opportunities to stay indoors and enjoy some great games.

And we certainly have some really great games for you to consider this holiday season!

We kick things off in this issue with a fantastic behind the scenes look at *Disney Sorcerer's Arena: Epic Alliances* from The OP and learn how this tabletop version of the popular app game came to be, with insights and anecdotes from the design team.

In *Disney Sorcerer's Arena: Epic Alliances*, players assemble a team of fan-favorite Disney and Pixar heroes and villains in order to become the next Master Summoner — will your handpicked squad be victorious in the battle arena?

Of course, if you enjoy summoning characters to the tabletop, then look no further than the *Tome of Beasts 3* from Kobold Press! In fact, we have some **exclusive** preview pages from this latest fantasy menagerie for you to enjoy in this issue. We're confident game masters and players alike will discover something they will want to use in their next game in these pages!

And if you're looking for last minute gift ideas for all the gamers in your life, we have you covered with some helpful articles from both our friends at Smirk & Dagger and Renegade Game Studios.

That's not all — the folk at Weird City Games offer a closer look at their ecosystem builder, *Canopy*, and we learn what it's like to soar through space on behalf of the Interplanetary Alliance in *Spaceship Unity* from Pegasus North America in this issue.

Our reviewers also offer a closer look at some great gift ideas as well; from high fantasy to super heroics, and herding kittens to managing party guests, there are some very fun games to consider adding to your library this holiday season.

In parting, I would like to thank all of our contributors for yet another fantastic year at *GTM*; our team here in the ol' Bullpen is second to none, and I am also grateful for our publishing and retail partners for their wonderful content and support.

Last, and certainly not least, thank **you**, dear reader, for taking another trip around the sun with us. We're looking forward to a great 2023 and we hope you'll be here with us!

Best wishes for a safe and happy holiday season from our families to yours.

Game on,
JG



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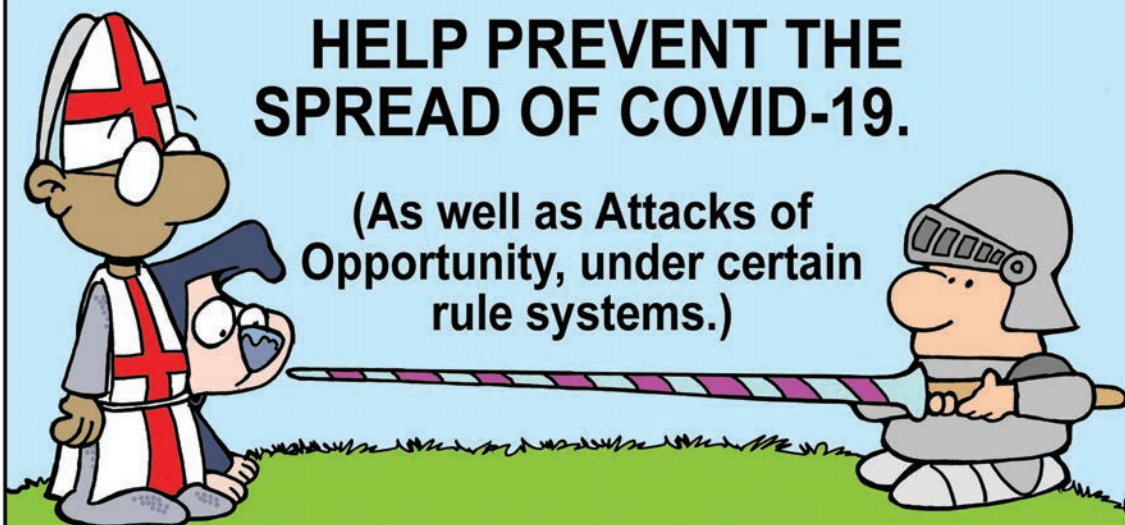
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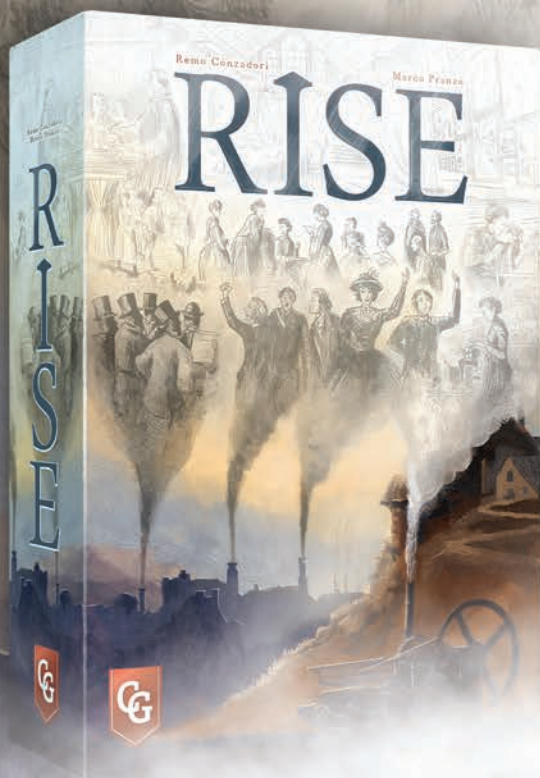
HELP PREVENT THE SPREAD OF COVID-19.

(As well as Attacks of Opportunity, under certain rule systems.)



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RISE



RISE01

MSRP \$54.95

Can you balance industrial progress and environmental pollution to keep your citizens happy?



Make economic and social choices on how to best grow your city



Advance on 10 unique double-sided tracks



Combo your moves as you rise on each track



Includes an innovative card action selection mechanism



Over 1,000 combinations for the game setup!



2-4



60-90'



14+

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 491486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 08010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HND0595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC0210103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 3006712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 30033069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING CCG: ARENA STATER KIT
MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C75030000.....\$14.95
BUNDLE WOC C75070000.....\$14.95
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000.....\$14.95
PLANESWALKER DECK DISPLAY (10) WOC C75060000.....\$14.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, structures, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching backdrops for some playing! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!



SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

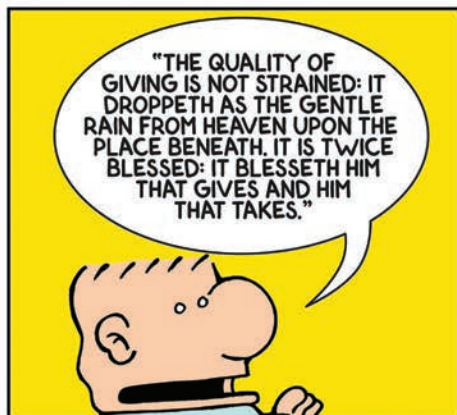
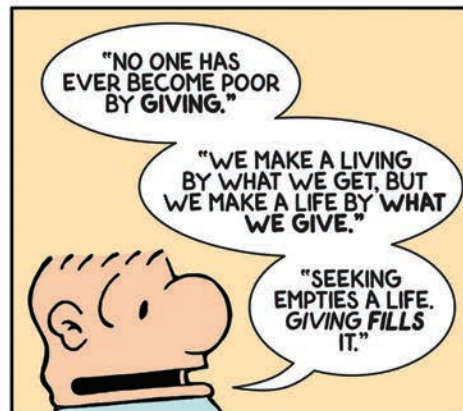
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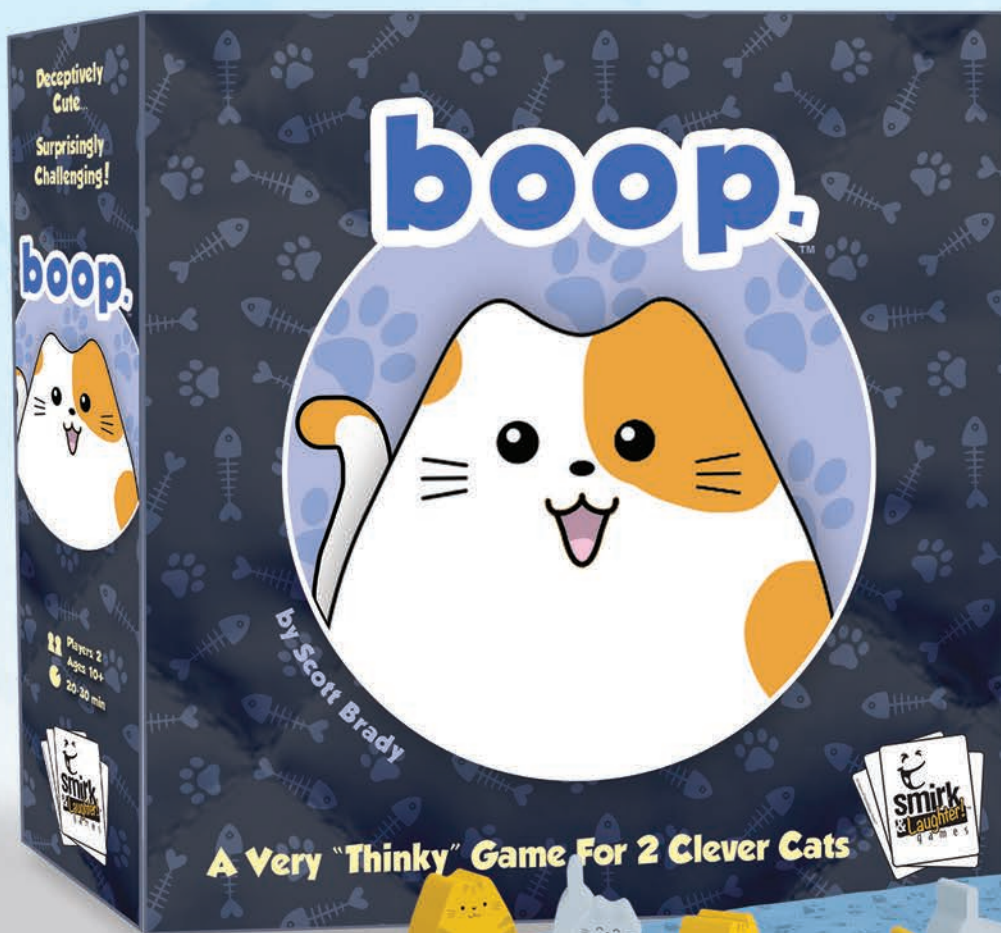
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**A deceptively cute,
deceivingly challenging
strategy game for two.**

 **2 players, 10+**
 **20 min**



**Features a quilted
cloth playing board
& 32 adorable kittens!**
(#meowples)

Every time you place a kitten on the bed, it goes “**boop.**” Which is to say that it pushes every other kitten next to it one space away. Line up three kittens in a row to graduate them into chonky adult cats... and then, get three cats in a row to win.



But that isn't easy with both you AND your opponent constantly “booping” kittens around. It's like... **herding cats!** Can you “boop” your cats into position to win? Or will you just get “booped” right off the bed?



**For everyone
on your gift list!**
(including YOU!)

SND 1009
\$34.99



THE MAKING OF DISNEY SORCERER'S ARENA: EPIC ALLIANCES



DISNEY SORCERER'S ARENA: EPIC ALLIANCES

USO HB004764 PI | Available Now!

Speaking for myself, Disney fandom isn't just something enthusiasts like—it's a way of life. It's something I've seen and believe entire communities form around, with millions of people weaving Disney and Pixar films, television programs, theme park experiences, and licensed products into the fabric of their lives.

In 2020, Glu Games Inc. launched *Disney Sorcerer's Arena*, a mobile game that combines turn-based RPG with card-based combat and fighting gameplay. It allowed fans to pick teams of Disney and Pixar characters, including heroes and villains from animated films, live-action features, and even nostalgic cartoons, and send them into battle against other teams. Players became "Summoners" in the Sorcerer's Arena, able to build a collection of characters out of a deep and ever-growing roster. In the two years since, the game has inspired players and content creators to grow an incredible online community of dedicated fans as they competed against one another and worked together to discover bigger and better synergies and gameplay strategies.

Around the same time as the mobile game's debut, Disney approached The Op with the opportunity to adapt *Disney Sorcerer's Arena* into a tabletop board game. I was on board 100%, seeing a multitude of reasons to want to work on the project. I have an affinity for many of the characters featured in the video game, with their personalities and abilities interpreted so authentically in gameplay. I was also drawn in by the degree to which fan-favorite characters across a variety of fictional worlds could interact with each other in ways that had never been represented in a tabletop game.

My first goal was to identify exactly what was making the mobile game so much fun, so that we could ensure that the heart of that experience came through for those fans in our board game. Central to the mobile game were three key things: the combinations of characters, their unique and genuine battle abilities, and sense of growth and exploration. If I could distill those three things into our adaptation, I knew we'd have a hit, not just with the fans of the mobile game, but an even wider audience as well.



Second, I knew I'd have to create an experience that appealed to both accomplished strategy gamers and also devoted Disney and Pixar fans who might not have as deep a knowledge of these kinds of board games. Luckily, The Op has found success in the past with board games that ease players in, starting them off with the basics and teaching them more advanced mechanics and strategies as they play.

The full concept for the board game was starting to take shape. It would be a PvP (player vs. player) team battle game where two Summoners (the players) faced off with a team of three characters each. Setup would be as simple as picking your characters, putting them on your end of the board, and shuffling their decks together. Illustrated cards would give directives to the characters about their movement and actions for each turn. Acrylic

standees reflecting the unique battle-ready visual style of *Disney Sorcerer's Arena* would make their way around a custom illustrated Arena game board.





The object of the game would be to rack up points by controlling key spaces on the board and by knocking out your rival Summoner's characters. Knocked-out characters would be revived at the start of their next turn, so that no player ever ran out of options on their turn.

As I selected and designed the individual characters for the board game, I recognized early on that I needed to give players a wide variety of fighter styles to pick from. Mickey Mouse would be a magic user, building up a collection of Magic Brooms to take on opponents. Gaston would specialize in close combat, attacking with furiously strong punches. Aladdin would be stealthy and clever, going after the rival Summoner's cards in hand while battling their characters



in the Arena. Ariel, as portrayed in the mobile game, was going to be a healer, with several other problem-solving skills at her disposal. Sulley would defend and protect. Démona would play recklessly, and crafty Dr. Facilier would curse rivals and turn them into frogs. And Maleficent? She'd turn into a dragon and blast rivals with fiery vengeance. By combining likely (and unlikely) allies into a team, you could take advantage of synergies between characters and shore up the individual characters' weak spots.

That crafting of teams is where our game's name comes from; *Disney Sorcerer's Arena: Epic Alliances* is all about the nearly limitless ways you can assemble your team for battle. And if going into the Arena with three characters isn't enough, the game includes rules for a full-on four-player "2-v-2" team game, with each player controlling two characters paired with their partner's two. The mix of strategy and chaos in such a massive melee is a must-have experience.

Even with all that players could do with a Core Set of eight characters, we knew that part of what made the mobile game such



a hit with its community was the constantly growing list of playable characters. That was a recipe we absolutely wanted to replicate in the board game, so very nearly from day one, we decided we'd be supporting *Disney Sorcerer's Arena: Epic Alliances* with ongoing expansion content. The first expansion, *Turning the Tide*, released quickly on the heels of the Core Set's release. Featuring Moana, Davy Jones, and

Stitch, the set adds new mechanics and strategies that are fully compatible with those already found in the Core Set, all built around a theme of Oceanic characters and abilities.

And there are plans to help foster that growth even more. We see a future for *Disney Sorcerer's Arena: Epic Alliances* that includes demos and tournament play, both at conventions and in-store events. We're building materials to help local game stores organize and run tournaments, complete with premium prize support. We anticipate partners emerging from the community producing online content that engages new and veteran players alike. The experience of *Disney Sorcerer's Arena: Epic Alliances* may start at the table, but it will go well beyond it, and we're unbelievably excited to see where it takes us!

...

Fletcher is a Senior Game Designer at The Op whose previous works include *Harry Potter: Hogwarts Battle* and *Magic: The Gathering – Shadowmoor*. His favorite games include *Gloomhaven* and *Orleans*. He lives in Oceanside, CA with his wife, their son, and a thoroughly uncooperative dachshund. When not designing or playing games, he enjoys listening to baseball radio broadcasts.



DUNGEONS & DRAGONS ONSLAUGHT

WIZKIDS

DUNGEONS & DRAGONS: ONSLAUGHT - MANY ARROWS FACTION PACK

WZK 89702 \$59.99 | Available February 2023!

We're mere weeks away from the highly anticipated debut of *Dungeons & Dragons: Onslaught*. Soon players will have the opportunity to play the game for themselves, delving into dungeons, battling rival adventurers, and confronting fearsome monsters on a quest for treasure and glory!

The core set contains everything two players need to dive in: Two complete factions, a mob of menacing monsters, and ten robust scenarios will give players plenty to chew on for some time to come. But the core set is just the tip of the spear.

THE FUN IS JUST BEGINNING

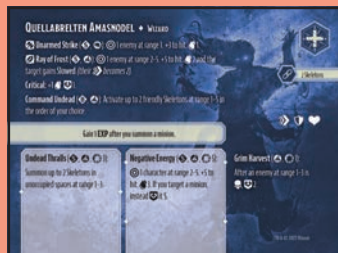


the core set, two brand-new factions are scheduled to debut, each in their own six-miniature Faction Pack.

Barreling onto the scene first are the Many-Arrows. The legendary Obould Many-Arrows united the warring orc clans and brought them under his banner to form the great Kingdom of Many-Arrows. Now, agents and adventurers of the kingdom roam far and wide, confronting any who threaten to disrupt the stability of their realm.

As a primarily melee-focused faction, the ability of the Many-Arrows to both throw and take a punch is unsurpassed. As a faction, they benefit from uniquely high hit points and are absolutely savage when they get up close and personal. This is balanced by relatively short ranges across the six characters in their faction pack. Don't assume they're all brawn and no brain, however—the Many-Arrows have learned many subtle and powerful magical arts, and they can use these abilities to pin their enemies in place before delivering the final, crushing blow.

Sidling out of the shadows next are the sinister Red Wizards. These magocratic mages rule the country of Thay with an iron fist. Nefarious and notorious in equal measure, agents of the Red Wizards consort with demons, practice foul necromancy, and stop at nothing to secure more power for their patrons — and themselves.



As their name implies, the Red Wizards are master magic users, and their tabletop abilities reflect that reality. Every character in the Faction Pack wields magic as their primary means of both attack and defense, from the unholy machinations of their necromancer wizard to the thaumaturgical trickery of their rogue. In addition, this faction introduces summoning mechanics into the game in the form of skeletal warriors and shadowy hounds. While not the most formidable of fighters, these summoned minions nevertheless pose a problem to enemy forces and serve the vital function of protecting the relatively fragile hit point pools of their masters.

A UNIQUE TOURNAMENT SCENE

Dungeons & Dragons: Onslaught can be enjoyed in a wide variety of ways. In addition to exciting narrative dungeon crawls, the game will also have a robust and well-supported tournament scene. The release of the core set will be accompanied by six finely-honed competitive scenarios and a full ruleset for how to run and participate in tournaments, leagues, and other forms of organized play. Check out www.dndonslaught.com for info, resources, and more!

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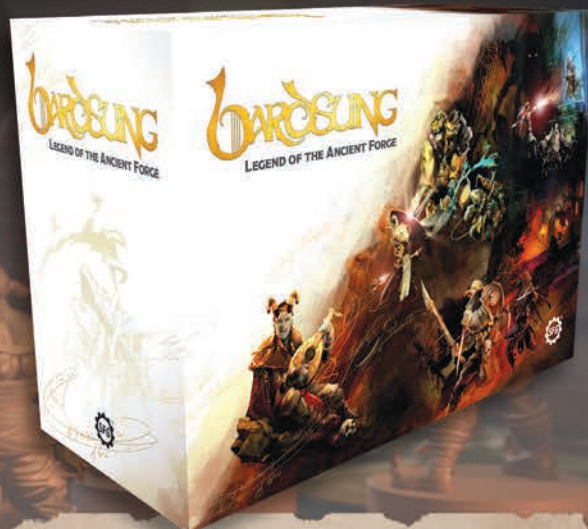
BARDSUNG

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Inspired by dungeon-crawling, roleplaying, and choose-your-own-adventure classics, **Bardsung** is a 1-5 player cooperative dungeon explorer that combines the best of all three to create a powerful new experience.

Descend into the depths of an Ancient Forge in a branching campaign lush with narrative from the legendary Rhianna Pratchett, building unique dungeons by making decisions as you explore.

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MUNCHKIN

BY THE NUMBERS



MUNCHKIN (REVISED EDITION)

SJG 1408.....\$29.95 | Available Now!

Munchkin has surprised and delighted gamers since July 2001.

More than a million copies of the original *Munchkin* set have been published, and that doesn't even take into account the deluxe editions, guest artist editions, sketch versions, expansions, or copies of *Munchkin* in other languages.

The one thing every *Munchkin* fan wants is *more* — which we have been and will continue to be happy to provide as long as the demand lasts! With our ninth numbered fantasy *Munchkin* expansion coming this November, we think it's a great time to revisit the numbered sets that got us here today — over 20 years since the release of the base game.

The first expansion we created was *Munchkin 2 — Unnatural Axe*, which provided more puns, more fun, and more improbable weaponry. It also had the first new Race: the inimitable Orcs. They joined the party in March 2002. (You can't have fantasy without Orcs. Just ask Tolkien!) *Munchkin 2* is *always* on our Top Ten list of evergreens; it's currently in its 35th printing and has been translated into at least 13 languages!

Increased demand called us back to the drawing board for *Munchkin 3 — Clerical Errors* in September 2003, so we dug up some Gnomes and provided the most infamous of classes... the Bard! *Munchkin 3* is already in its 27th printing.

After a short break, we again felt the need. The need... for Steed! *Munchkin 4 — The Need for Steed* was released in February 2006 and added Steeds — on which your munchkins could ride into glorious battle! You can find *Munchkin 4* in more than 10 languages if you so desire, and we've reprinted it 25 times!

Not content to rest upon our laurels, in June of 2007 we went just a little crazy. You might even call us *deranged*. *Munchkin 5 — De-ranged*, that is! Introducing the ever-popular Ranger class, now you, too, could talk at animals and pretend to be good with a bow! You can be *De-Ranged* in at least nine languages.

In March of 2008, we decided to take *Munchkin* to the place all good adventurers eventually wind up. The Dungeon! *Munchkin 6 — Demented Dungeons* added Dungeon cards, to the delight and/or dismay of munchkins everywhere. This, however, is where things got a little... *complicated*. Much later, in 2016, we made even more Dungeons and released *Munchkin 6.5 — Terrible Tombs*. And then, in 2019, we combined the two into *Munchkin 6 — Double Dungeons*, which gives you all of the Dungeons and none of the carbs! All these 6s together have seen almost 20 printings.

Munchkin 7 is also a special case. First published as *Munchkin 7 — More Good Cards* in October 2008, it was an older title that was cleaned up, given some new cards, some new art, and a shiny

new name. First known as *Munchkin Blender*, the pre-*Munchkin 7* edition was designed to aid in mixing together different *Munchkin* genres. In February of 2011, it was again retooled. The number of cards doubled, and it became *Munchkin 7 — Cheat With Both Hands*. (This is likely the iteration that most of you know and love.) And you can find it in at least six languages!

In February 2012, we got back to being straightforward. Sort of. *Munchkin 8 — Half Horse, Will Travel* brought Centaurs and the Lizard Guy Race to your living room. You're welcome. Five languages and 10 printings later, these

horses aren't slowing down.

Skipping ahead a little, and ignoring some more dungeon shenanigans, *Munchkin 9 — Jurassic Snark* hit tables in October 2018 to *up-rawr-i-ous* fanfare. Also there were dinosaurs. To quote Andrew Hackard, this expansion "takes munchkins to a long-gone era to fight dangers they've never encountered. We were so preoccupied with whether we could, we didn't stop to think if we should... but that's never stopped us before!"

Which brings us to the present, the 20th anniversary of the first expansion, and the upcoming November 2022 release of *Munchkin 10 — Time Warp*. Send your Dwarven Wizard on a trip through earth's history, reveling in the technology with a Tesla Coil and getting into fights with Ghengis Khan! Use of these cards will guarantee you fail History class, but a good time will be had by all!

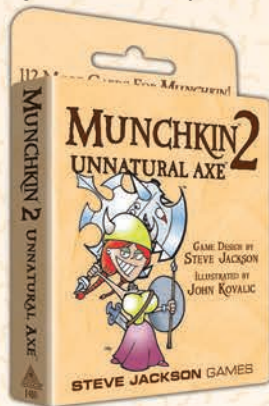
Those nine expansions are not alone, though! Because we know that *Munchkin* players always need more, there are also several mini-expansions, each packed with 15-56 cards that add little dashes of flavor. *Clowns*, *Knights*, and *Dragons*, to name a few, as well as other sets that change the way the game is played, like *Game Changers* and *Enhancers*, are all available right now! Beyond that, there are also multiple stand-alone *Munchkin* sets that bring your favorite

game to your favorite genre, such as *Star Munchkin*, *Munchkin Cthulhu*, and even *Munchkin Apocalypse*!

That's more *Munchkin* than you can shake a Rat On a Stick at!

...

Devin Lewis is the *Munchkin* Associate Developer and a lifelong gamer thrilled to make things people enjoy (and argue about).



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TOME OF BEASTS III

KOBOLD Press

TOME OF BEASTS 3 HARDCOVER

PZO KOB9399 \$49.99 | Available November 2022!

If you've heard of Kobold Press, chances are you have heard of our award-winning monster compendiums. I am pleased to inform you that we've done it again.

Tome of Beasts III is the newest volume of 5E monsters in the wildly popular *Tome of Beasts* series, and we brought the fiercest thunder yet to its selection of over 400 new monsters. Since the first *Tome of Beasts* volume launched in 2016, Kobold Press has cooked up hundreds of creatures for players looking to take combats from the ordinary to the extraordinary. Our newest compendium is no different. The monsters from the *Tome of Beasts 3* cover the gamut from trash mobs to major villains. Each has been carefully designed, tested, edited, and illustrated to make an immediate, terrifying impact on your next 5E tabletop game!

Trust me when I say that we have gotten really good at making monsters over the years. We put all our knowledge to work assembling this latest batch of baddies to ensure GMs have everything they need to round out their beastly collection. While all our tomes include a healthy mix of every creature type and monsters for each terrain type, we paid special attention to filling in coverage gaps in our previous volumes. In accordance with that, *Tome of Beasts 3* has more giants and celestials than any of our other monster books. It also introduces two new creature subcategories, the Archangel and the Fiend Lord.

We here at Kobold Press are not only designers but also GMs and players, so we keep utility in the forefront of our minds when creating mechanics-heavy books like our monster compendiums. Monster books should be useful for every campaign. That's why we designed *Tome of Beasts 3* to contain over 200 monsters in the CR 5 to 15 range — because Tier 2 and Tier 3 adventures are what see the most gameplay! Even better, all the monsters in *Tome of Beasts 3* use the updated styles from the latest version of the 5th edition of the world's first roleplaying game — so it's even easier to stay on top of monster mechanics!

TOME OF BEASTS 3: LAIRS HARDCOVER (5E)

PZO KOB9436 \$39.99 | Available November 2022!

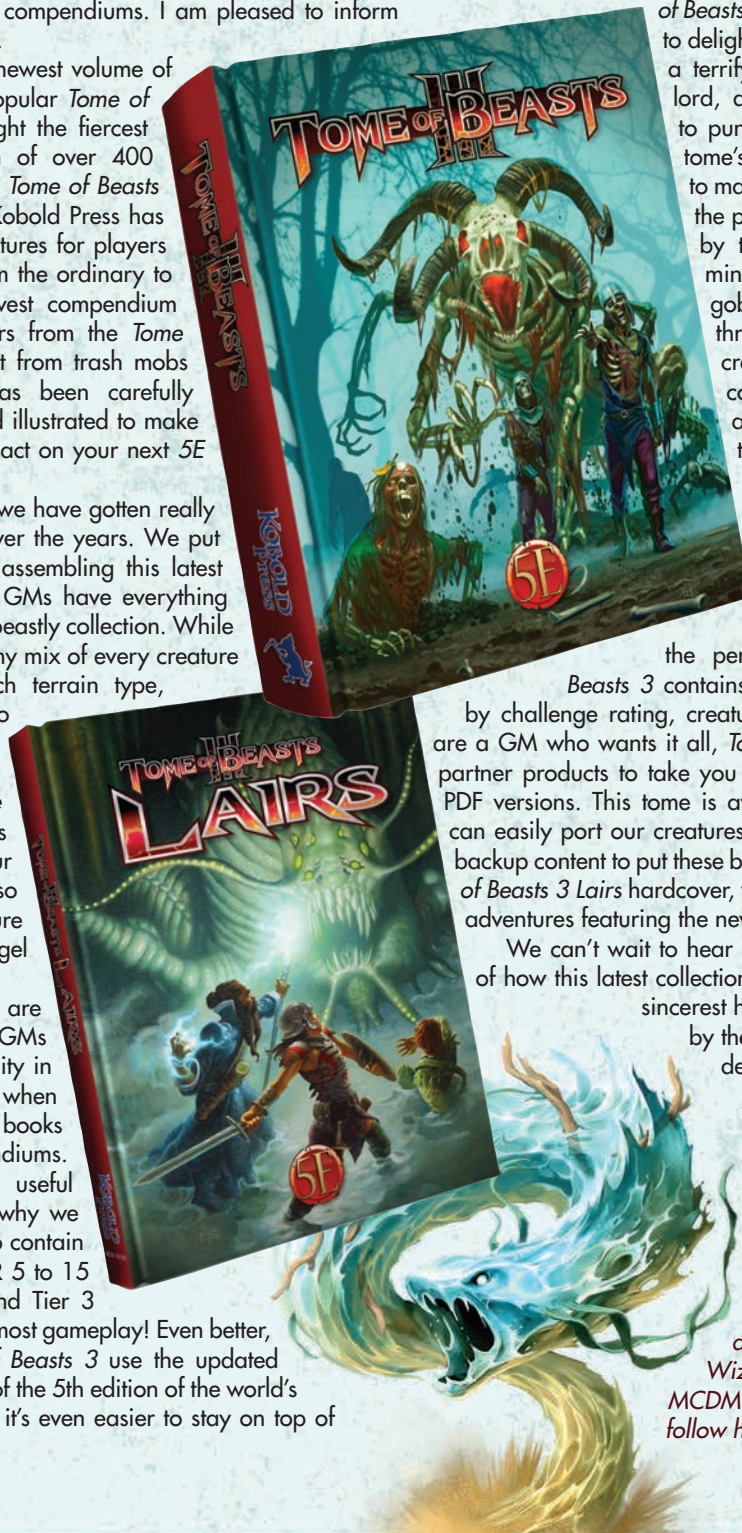
No matter what campaign setting your game takes place in, *Tome of Beasts 3* has your back with unique monsters to delight and terrify your players. Looking for a terrifying campaign villain? Try the bone lord, a collective amalgam of bones born to punish the living — and the star of the tome's cover art. Need an NPC guaranteed to make your players fall in love? Check out the puffinfolk, bird-headed beings beloved by the gods of the sea. Upgrade tired minion encounters with new allies like the goblin siege engine. Chase adventurers through the planes with ethereal creatures like the moonweb — and try to contain your delight as players realize a gigantic space jellyfish is hunting them. Populate deserts with new foes like the cactus drake and stock the deepest depths with guardians like the lantern giant.

Every creature in the book has art, so you can quickly shop for the perfect creature. To make finding the perfect baddie even easier, *Tome of Beasts 3* contains appendices that sort every monster by challenge rating, creature type, and favored terrain! If you are a GM who wants it all, *Tome of Beasts 3* also has a variety of partner products to take you beyond the standard hardcover and PDF versions. This tome is available in four VTT editions, so you can easily port our creatures into digital play spaces. If you want backup content to put these beasts to work, grab a copy of the *Tome of Beasts 3 Lairs* hardcover, which contains 23 ready-to-play short adventures featuring the new monsters.

We can't wait to hear the thrilling — and chilling — stories of how this latest collection of foes features in your games. Our sincerest hope is that your players are surprised by these unfriendly faces and shocked by a devilish new mechanic or two.

...

Celeste Conowitch is a game designer based out of Seattle. She is the producer, GM, and editor of the 5th Edition actual play podcast *Venture Maidens*. When not plotting behind the screen, she works as a senior game designer at Kobold Press and has freelanced with companies like *Wizards of the Coast*, *2CGaming*, and *MCDM Productions*. To keep up with Celeste, follow her on Twitter @cconowitch.



DIRE OWLBEAR



This armored owlbear with brown and white fur and feathers stands upright and roars.

Decades ago, dwarves selectively bred owlbears for toughness, ferocity, and slightly more discipline and intelligence. They also managed to introduce a bulette trait they considered desirable into the creatures: the ability to burrow rapidly. The dwarves termed the result “dire owlbears,” although that label isn’t really correct. Most “dire” creatures are primitive branches of a family tree that survive for eons unchanged from more savage versions, usually in isolated regions far from civilization.

MISTAKEN FOR BULETTES. Because of their armor plating, dire owlbears are sometimes misidentified as mutated or freakish bulettes by frightened travelers and farmers whose horses and other livestock these monstrosities prey on.

NOCTURNAL PROWLERS. Unlike dire wolves or lions, dire owlbears hunt exclusively by night, stealing away sheep or even horses from pens, corrals, and stables. Hunters and rangers describe them as unusually stealthy, with excellent night vision and the ability to open simple latches or leap over most fences. In some cases, a dire owlbear is thought to be a supernatural creature like a vampire or ghoul—able to enter farm buildings silently to take prey. However, their foot-long, patterned feathers (often found at a kill site) are rather obvious clues to the true culprits.



DIRE OWLBEAR

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 35 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (−4)	13 (+1)	7 (−2)

Condition Immunities blinded, frightened

Skills Perception +3

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The dire owlbear has advantage on melee attack rolls against a creature that doesn’t have all its hit points.

Keen Sight and Smell. The dire owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The dire owlbear makes one attack with its beak and one attack with its claws.

Beak. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) slashing damage.

DIRE OWLBears IN MIDGARD

Dire owlbears originated in the White Forest, bred via experiments by dwarves who lived in Redleaf (now Redtower) and the Scarlet Citadel. When the above-ground Citadel fell a century ago, the dire owlbears were released into the White Forest, where they continued to spread. They have been seen as far west as the Ringwood, where they were recently found preying on young ghost boars, and as far east as the

Gennecka Forest, where their destructive presence provides enough of a distraction for the forest’s protectors that some Mharoti recently managed to set up a small logging foothold. Curiously, dire owlbears have yet to penetrate the Margreve Forest, and many cite this as further proof of the Margreve’s ability to exert its powerful, enigmatic will upon the land and its inhabitants.

GODSLAYER

A vast pattern of glowing magical runes covers the surface of the metal warrior. It holds a glaive of crackling energy in one hand while its other hand produces a disc-shaped magical glyph.

Godslayers are massive constructs created to find and destroy divine beings. Though the cultures who first designed them have long since vanished, the knowledge of their construction lingers. Once built, godslayers follow their singular directive without regard to any orders from their creators, though some occasionally ally themselves with those they find useful.

CHALLENGING CONSTRUCTION.

Building a godslayer requires the finest materials, such as adamantine, mithral, and other more exotic metals. A stylus carved from a diamond must be used to engrave the runes on the metal plates of the godslayer's body. The crafter must also imbue the godslayer's shell with the energy from a recently slain celestial being of great power.

SOLITARY SENTINEL. When not actively hunting or fighting its divine prey, a godslayer tends to stand motionless, waiting for its long-reaching senses to detect its next target. This has led to many mistaking a godslayer for an ornate statue or nonfunctional construct.

GODSLAYER

Huge Construct, Unaligned

Armor Class 24 (natural armor)

Hit Points 580 (40d12 + 320)

Speed 50 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	27 (+8)	16 (+3)	30 (+10)	15 (+2)

Skills Insight +19, Perception +19, Survival +19

Saving Throws Con +17, Int +12, Wis +19, Cha +11

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses truesight 120 ft., passive Perception 29



Languages understands all languages but can't speak

Challenge 30 (155,000 XP)

Proficiency Bonus +9

Construct Nature. The godslayer doesn't require air, food, drink, or sleep.

Divine Sense. The godslayer can pinpoint the location of Celestials, Fiends, divine avatars, and deities within 120 feet of it and can sense the general direction of such creatures within 1 mile of it. This sense extends into the Ethereal and Shadow Planes.

Divine Slayer. The godslayer's attacks affect immortal beings, such as gods. Celestials, Fiends, divine avatars, and deities don't have resistance to the damage from the godslayer's attacks. If such a creature would normally have immunity to the damage from

the godslayer's attacks, it has resistance instead. If the godslayer reduces a Celestial, Fiend, divine avatar, or deity to 0 hp, it absorbs the target's divine energy, preventing the target from reviving or being resurrected until the godslayer is destroyed.

Immutable Form. The godslayer is immune to any spell or effect that would alter its form.

Inscrutable. The godslayer is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the godslayer's intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If the godslayer fails a saving throw, it can choose to succeed instead.

Magic Resistance. The godslayer has advantage on saving throws against spells and other magical effects.

Siege Monster. The godslayer deals double damage to objects and structures.

ACTIONS

Multiattack. The godslayer uses Arcane Lexicon. It then makes three Energy Glaive or Rune Discus attacks.

Energy Glaive. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 48 (7d10 + 10) force damage.

Rune Discus. *Ranged Spell Attack:* +19 to hit, range 80/320 ft., one target. *Hit:* 41 (7d8 + 10) force damage, and the target must succeed on a DC 25 Wisdom saving throw or spells and magical effects are suppressed on the target and the target can't cast spells for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Arcane Lexicon. Glyphs on the godslayer's body cast ghostly copies into the air, forming into eldritch incantations. The godslayer chooses up to three creatures it can see within 90 feet of it, choosing one of the following options for each target. A creature can't be targeted by more than one effect at a time, and the godslayer can't use the same option on more than one target.

- **Death Glyph.** The target must succeed on a DC 25 Wisdom saving throw or be marked for death until the start of the godslayer's next turn. While marked for death, the target takes an extra 11 (2d10) force damage each time the godslayer hits the target with an Energy Glaive attack.
- **Glyph of Despair.** The target must succeed on a DC 25 Charisma saving throw or be overwhelmed with despair for 1 minute. While overwhelmed with despair, the target has disadvantage on ability checks and attack rolls.

- **Glyph of Pain.** The target must succeed on a DC 25 Constitution saving throw or be incapacitated until the end of its next turn as it is overwhelmed by pain. This glyph has no effect on Undead or Constructs.
- **Glyph of Summoning.** The target must succeed on a DC 25 Wisdom saving throw or be magically teleported to an unoccupied space within 15 feet of the godslayer.
- **Retributive Glyph.** The target must succeed on a DC 25 Dexterity saving throw or be marked with a retributive glyph until the end of its next turn. While marked, the creature takes 9 (2d8) force damage each time it hits a creature with a weapon attack.
- **Stupefying Glyph.** The target must succeed on a DC 25 Constitution saving throw or be blinded and deafened until the end of its next turn.

BONUS ACTIONS

Hunting Step. The godslayer magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space within 15 feet of a Celestial, Fiend, divine avatar, or deity it senses with Divine Sense, magically shifting from the Material Plane to the Ethereal or Shadow Planes or vice versa. The godslayer has advantage on the next attack roll it makes against the target before the start of its next turn. Glowing glyphs appear at the origin and destination when it uses this bonus action.

REACTIONS

Parry Spell. If the godslayer succeeds on a saving throw against a spell of 8th level or lower that targets only the godslayer, the spell has no effect. If the godslayer succeeds on the saving throw by 5 or more, the spell is reflected back at the spellcaster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

LEGENDARY ACTIONS

The godslayer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The godslayer regains spent legendary actions at the start of its turn.

- **Arcane Word.** The godslayer uses one glyph from its Arcane Lexicon on a target it can see within 90 feet of it.
- **Attack.** The godslayer makes one Energy Glaive or Rune Discus attack.
- **Move.** The godslayer moves up to its speed without provoking opportunity attacks.
- **Rejuvenating Repair (Costs 2 Actions).** The godslayer regains 65 (10d12) hp.

USING A GODSLAYER IN YOUR GAME

At CR 30, the godslayer is designed to be an unstoppable force that splatters all opposition and makes gods tremble. The godslayer is a living weapon and a force of divine destruction. It can be a puzzle for the characters to solve or a force for the characters to point in the right direction to avoid calamity.

While most adventures involving a godslayer could revolve around literally slaying a divine being, there are other directions that might serve your campaign better. Consider the following concepts for using a godslayer in your game:

- Heroes must activate a godslayer to fight against a recently ascended deity that is disrupting the balance of cosmic power.
- Heroes must deactivate a godslayer with corrupted directives that has arrived and crushed the imperial palace, believing the mortal rulers are angels and devils in disguise.

- A lich seeks to destroy a dormant godslayer that acts as prison for a great evil that was banished from the land eons ago.
- Heroes accidentally activate a godslayer, and a young deity key to the rejuvenation of a dying faith is now in danger. They must guide the godslayer away from the young deity to safeguard the future of the faith.
- The gods charge the heroes with activating a godslayer to turn back a demon invasion.
- An order of paladins seeks to activate a godslayer to destroy an army using fiendish troops—but cannot control it.
- One of the characters' deities or patrons was recently slain by a godslayer built by an opposing faction, and that entity's essence is trapped within the construct, unable to support the faithful until the godslayer is destroyed.

A RENEGADE GAME

FOR EVERY PERSON ON YOUR WISHLIST! PART 2

Read on to get the lowdown on some great Renegade Games for...



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THE RESIDENT POWER RANGER



POWER RANGERS DECK-BUILDING GAME

RGS 02195 • \$45.00 • 2-4 players

30-70 minutes to play

It's Rangers versus villains in this head to head deck-building game! Pick your favorite Power Ranger or Villain and lead them into battle! Acquire allied cards from the market while defeating enemies, building your strength over time. The battle escalates as you gear up, eventually unlocking your Zords and signature items. Defeat the other team to win the day!



POWER RANGERS ROLEPLAYING GAME

RGS 08431 • 2-6 players • \$55.00

Have you ever wanted to BE a Power Ranger? Now is your chance! You'll build a Ranger of your very own, picking their Origin, Role, and Influences, creating a Power Ranger that is unique to you! Then team up with the rest of your group to take on the villains, save Angel Grove, and much much more in this full roleplaying game set in the vibrant Power Rangers universe! This core rulebook includes a beginner adventure to get you started, as well as threats and settings to create your own adventures!

POWER RANGERS HEROES OF THE GRID

RGS 00850 • \$99.00 • 1-5 players

45-60 minutes to play

It's Morphin' Time! Angel Grove is under attack! There's Putties in the Juice Bar and Rita Repulsa has been spotted in Angel Grove Park. It's up to the Power Rangers to save the day! Build a team of Rangers, each with their own unique combat deck, abilities, and Zords to take on a wide range of villains and save the day!



POWER RANGERS ZORDON DICE TOWER

RGS 02322 • \$70.00

Compatible with both the *Power Rangers Roleplaying Game* and *Heroes of the Grid*, this gorgeous dice tower sets a great scene while also elevating every dice roll in the game. Sporting the iconic face of Zordon, galactic wizard and mentor to the Power Rangers, it can be used alone for *Heroes of the Grid*, or with the included Command Center GM screen which provides even more set dressing, as well as a number of useful resources for your GM when playing the *Power Rangers Roleplaying Game*!



THE G.I. JOE RECRUIT



G.I. JOE MISSION CRITICAL

RGS 02432 • \$120.00 • 1-5 players

50-70 minutes to play

Cobra is on the attack! Pick your favorite G.I. JOE trooper for a globe-trotting adventure taking down Cobra Troopers and Crimson Guard, Cobra lieutenants like Baroness and Dr. Mindbender, and eventually facing off against Cobra Commander himself! Each Joe has a unique combat deck and ability, reflecting their specializations and unique skills. You'll also be able to call upon the full motor pool of classic Joe vehicles to help your efforts!



G.I. JOE ROLEPLAYING GAME

RGS 08432 • \$55.00 • 2-6 players

Report for basic training and create your own personal Joe from the ground up! Be a former Green Beret medic, or maybe an experienced engineer with combat experience. Join up with G.I. Joe and take part in this full-fledged roleplaying game, working together to stop Cobra's evil machinations at every turn! The core rulebook includes "Snake Pit", a beginner adventure for new characters.



G.I. JOE DECK-BUILDING GAME

RGS 02237 • \$45.00 • 1-4 players

30-70 minutes to play

Assemble an elite team of G.I. Joe operatives and lead them against Cobra Commander in order to stop his mind control scheme or destroy the M.A.S.S. device! In this cooperative deck-builder you'll be able to launch missions in concert with the other players, loading classic G.I. Joe vehicles with your troops and sending them into battle against the likes of Zartan, Major Bludd, and more!

THE WANNABE AUTOBOT!



TRANSFORMERS DECK-BUILDING GAME

RGS 02236 • \$45.00 • 1-5 players

45-90 minutes to play

Take on the roll of some of your favorite Autobots in both cooperative and competitive play modes in this fast-paced deck-building game. Explore the grid, encountering enemy Decepticons, human allies, other autobots, and even powerful relics. Build the best deck and pilot it to victory! Playable Decepticons are available in the Rising Darkness standalone expansion, also available now!



TRANSFORMERS ROLEPLAYING GAME

RGS 08433 • \$55.00 • 2-6 players

Form a team of Autobots, dedicated to foiling the evil plans of Megatron and his Decepticons! Create a Transformers Bot of your very own! You can be a nimble sports car stealth operative, or a garbage truck heavy weapons specialist, or any other combination you desire. Each bot will have their own background, motivations, and skills! Then join your group for an intro adventure for first level players, Troubled Waters, included in the book!

THE RENEGADE ROLEPLAYER



HUNTER: THE RECKONING

Turns out that those things that go bump in the night are real. Vampires, werewolves, ghosts, and more. You've glimpsed behind the curtain, gaining awareness of a world of monsters and otherworldly threats. Now it's time to act! Band together with other Hunters to fight against the darkness in *Hunter: The Reckoning*!

RGS 09624 • \$55.00 • 2-6 players



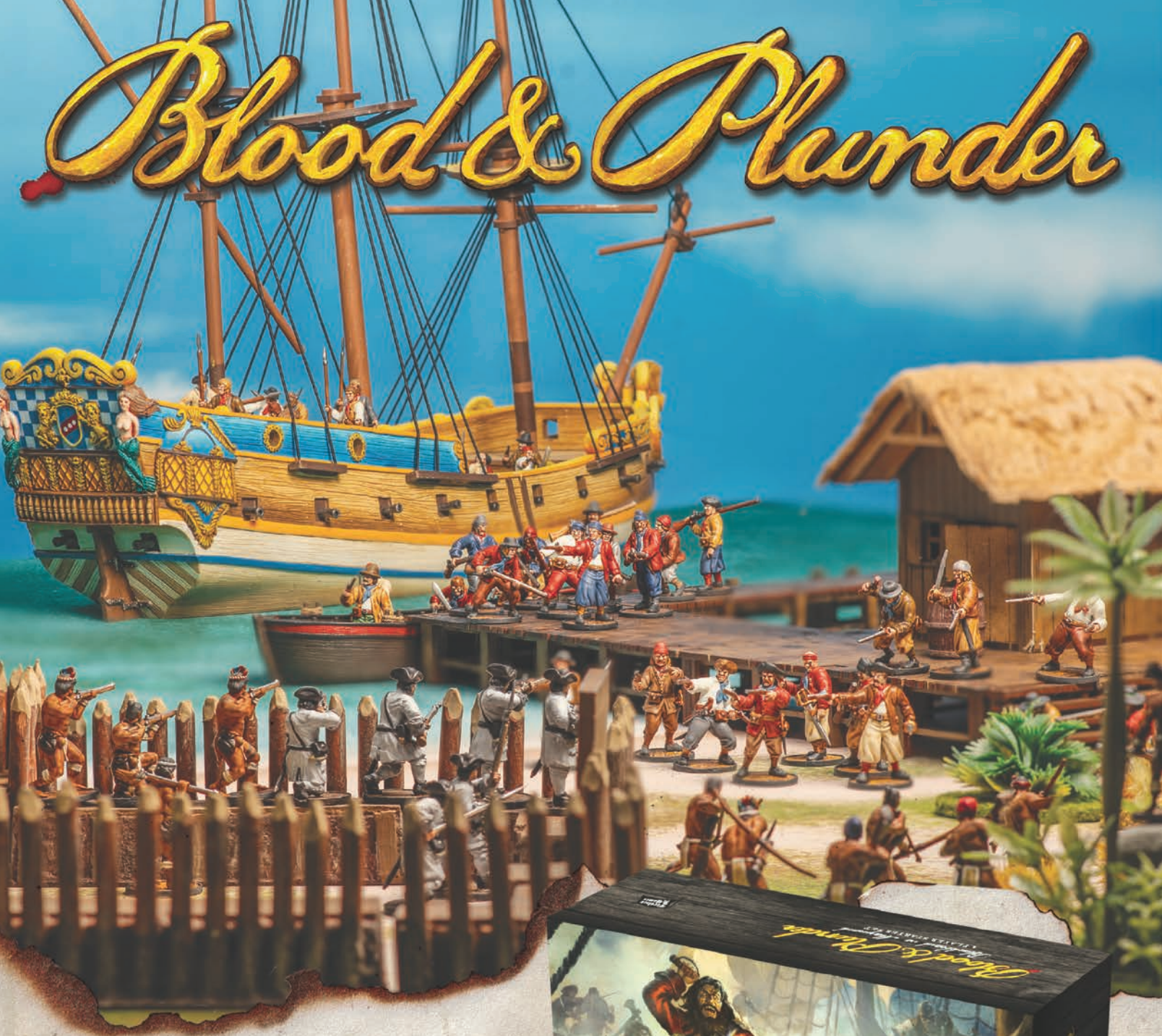
ALICE IS MISSING

RGS 02161 • \$21.99 • 3-5 players

2-3 hours to play

In this award-winning roleplaying game, players take on the roles of classmates of Alice Briarwood, who's disappearance has thrown the town into turmoil. Players communicate via text message, making this game great both in person or when run remotely! Follow the conversations as you discover Alice's fate!

...



28 MM HISTORICAL MINIATURES GAME

*Set during
The Golden Age of Piracy*



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Blood & Plunder

Raise the Black

by Mitch Reed

From a historical perspective the universe of Blood & Plunder always had plans to expand from the early colonial America's period to conflicts such as Queen Anne's War and the new release "Raise the Black" ushers in this new era with rules, forces and scenarios that expands the world of Blood & Plunder.

Raise the Black focuses on the events leading up to Queen Anne's War and covers the fighting until 1730 and features the same factions that we have enjoyed in the previous books such as the British, French, Spanish, Dutch, Native Americans and of course the smaller forces such as the pirates which have made the game so much fun to play.

What I have always loved about this game is the fact that gamers can build multiple lists since you do not really have to collect a single faction to play them. It is because that so many of the forces that fought during this period were an eclectic combination of forces and the team at Firelock Games has done such great research into what types of capabilities the forces in the game represent. Gamers who are not obsessed with uniform detail, you can use your models for British, French or pirates which keeps the game fresh.

The pirate faction features some of the famous or infamous personalities of the period such as Blackbeard, Black Bart and Stede Bonnet. The sheer number of new characters for this faction is just impressive, while I am not an expert on this period, I cannot see any the Firelock guys missed and the ones that are new to me have enough detail for me to learn a lot more about them. One new unit for this faction is an actual unit called "Pirates" and "Roundsmen" which gives players for options to building and playing with the Pirate faction.

The standard European factions really expand what has already been produced for Blood & Plunder. One thing that players should note, that as the game has advanced into the 18th Century, the forces in the game have also grown up and now represent the tactics and weaponry used by some of the major nations during this period. With each expansion we have seen choices range from bands of fighters to loosely organized militia and now in Raise the Black they start to look more like the more modern armies that fought during this era. Units such as British (no longer English) Regulars and Grenadiers which were well trained and fought in a linear manner.

We all knew this was the natural progression that the game was going to take and with this new book so that the game is now one where you can recreate some of the larger set-piece battles that were fought in the Americas.

Like the British, the Spanish, Dutch and my personal favorite the French now look and play like the units that came to the new world to claim an empire for their monarchy's. The special rules which govern these units are ones that have been added with each new book in Blood & Plunder which attests the learning curve for players who have been enjoying the game for years.

The Native Americans in Raise the Black follows the trend that Firelock has taken with the last few expansions where the indigenous factions have more detail and color. Now the forces within this faction are named native tribes such as the Cree, Iroquois and Cherokee with many others in this new expansion. Each force is detailed with their rich history and the composition of these forces makes each tribe play as it did in real life. Under the banner of unaligned and peripheral forces, we see factions such as the Portuguese, Brazilian Natives and Maroons which gives the player so much to pick from.

In the same fashion as previous expansions, Raise the Black adds even more special characters that you can add to your force. Incorporating these characters in your lists really gives you some expanded capabilities and perhaps is the biggest unheralded addition to the game from its inception. In Raise the black they add a bunch more fighting characters and some new ones under the banner of "advisors and hostages".

The new expansion also includes some new ships such as the Balandra and "ship traits" that makes your ship a bit more lethal, faster or resilient. Just like other expansions the game has some new missions that let's you use your forces in a more realistic environment.

Raise the Black is not just another expansion for Blood & Plunder, it is the hallmark of a game that has matured and grown all to the benefit of the gaming community. I cannot wait to see how much other players will love this new book and how many new players Raise the Black will attract.

The Christmas Season Is Here,

And Japanime Games Has Plenty Of Stocking Stuffers For The Occasion!

Big games in small boxes are ideal gifts for the season, and Japanime Games offers a heap of variety in the form of many different "miniature" games! These include the many games of the *Domina* series - *Pralaya*, *Miraris*, *Margot*, *Latria*, and *Night Clan*! Those are hardly the only little gifts on offer, however, with *Ramen!* *Ramen!* and *The Tree-Lined Avenue* also available for a wide variety of different customers, especially families.



The *Domina* series of games has been a staple of the Japanime Games lineup for years now, and for good reason. While smaller games, they are all gorgeously designed competitive card games with an emphasis on beautiful artwork and easy to learn gameplay that is also family friendly. Not only that, but their low price point encourages buying several parts of the series and enjoying the intricate stories within!



Ramen! Ramen! meanwhile is a similarly easy to teach and learn game that can fit in your pocket and be brought anywhere for quick gameplay on the go. It is also highly re-playable, with each player working to add ingredients to the ramen bowls waiting to be served in order to score points. The wide variety of cards means that no two bowls of ramen feel exactly the same, even when playing through a few rounds in a row. There is even a solo play version, for players that want to rack up points on their own.



Finally, *The Tree-Lined Avenue* is a miniature game about being a big-time landscape designer in Japan, building up beautiful walking lanes through careful resource management and strategy. Despite the game's small size and quick playtime, strategy is a vital part of designing the most extravagant park - especially when you are competing against your opponents who are trying to do the exact same thing! This makes for a very intense game contrasted against a laid back, unique aesthetic and art design.

The simplistic but engaging designs of these miniature games are not the only thing that makes them appealing for the holiday season, however. All of them come in 6-pack displays that are easy to set up and display nicely next to a cash register, which naturally makes them perfect last-minute gifts for any gaming enthusiast looking for gifts for their friends!



Of course, these are not the only small games that Japanime Games has to offer. Coming early in 2023 is the game inspired by the kitty who lives in a banana - *Bananya: The Card Game*! A simple miniature card game focused around collecting unique Bananya, it is the ideal family game for the new year, with adorable but simple art that makes the collecting fun as well as challenging.

The many different kinds of Bananya feature faces such as Tabby Bananya, a fun kitty that allows you to grab a card from another player's hand, and Long haired Bananya - a self-absorbed kitty that allows you to make another player lose their next turn! Collect as many as you can before yelling "nya!"

The upcoming holiday season and new year is looking bright for Japanime Games, and the many different mini games we have to offer! Be sure to keep an eye out for the *Domina* series, *The Tree-Lined Avenue* and *Ramen! Ramen!* Also look forward to the 2023 release of *Bananya: The Card Game* for more big games in small boxes in the future!



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #276

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 276\$3.99

ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES

MOTOR CITY

Motor City is a strategic roll-and-write game about running an auto plant in the heyday of Detroit. In *Motor City*, you have two player sheets, each with multiple areas. These areas are represented by tracks that you will mark off as you make progress. Many of the tracks are interconnected with other elements in the game, giving you bonuses along the way and opportunities to unlock more points. Advancing on all of these tracks offers various amounts of points, advancements, and bonuses. Scheduled to ship in February 2023.

25C 32000\$29.99



AAW GAMES



RULTMOORK RPG: BOX SET

The *Rultmoork* Box Set Includes: *Rultmoork Hardcover (Standard Edition)*, *Flow Dice Set*, *Stagnation Dice Set*, *Flow Tokens x11*, *Stagnation Tokens x11*, *Cardboard Pawns* for all encounters, and *Glossy cardstock player handouts* for all riddles, puzzles, and roleplaying scenarios. Scheduled to ship in December 2022.

AAW 5ERULTBX\$129.99

RULTMOORK RPG: LIMITED EDITION

This limited print, collectible tome includes two ribbon bookmarks (green & blue), marbled endpapers, and foil custom slipcase with viewport of lich from cover. Scheduled to ship in December 2022.

AAW 5ERULTLE\$79.99

RULTMOORK RPG: STANDARD EDITION

Rultmoork is a deluxe adventure about duality. It is challenging, deadly, and intended for 4-6 characters of levels 5-7. The adventure marks Jonathan G. Nelson's return to adventure writing after his critically acclaimed success *Rise of the Draw: Collector's Edition*. Playstyles of ruin exploration, investigation, and dungeon delving. Scheduled to ship in December 2022.

AAW 5ERULTSE\$39.99



ARCANE TINMEN

DRAGON SHIELD ROLEPLAYING: GAME MASTER SCREEN



BLOOD RED

ATM 50022\$59.99



IRON GREY

ATM 50021\$59.99

DRAGON SHIELD: CARD CODEx



360 - THE GREAT WAVE

ATM 34808\$31.99



ZIPSTER BINDER REGULAR - STARRY NIGHT

ATM 38007\$42.99



DRAGON SHIELDS JAPANESE (60) MATTE - TURQUOISE (DISPLAY 10)

ATM 11155\$7.99

DRAGON SHIELDS: (100) BRUSHED ART



THE GREAT WAVE (DISPLAY 10)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

ATM 12060\$14.99



STARRY NIGHT (DISPLAY 10)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

ATM 12056\$14.99

DRAGON SHIELDS: (100) MATTE



TURQUOISE (DISPLAY 10)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

ATM 11055\$12.49

DRAGON SHIELDS: PLAYMATS



THE GREAT WAVE (DISPLAY 20)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

ATM 22560 \$22.99



STARRY NIGHT (DISPLAY 20)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

ATM 22556 \$22.99

ARES GAMES

WAR OF THE RING: CARD GAME

Scheduled to ship in January 2023.



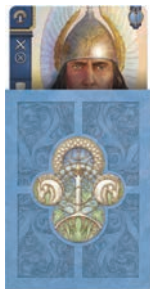
FREE PEOPLES CARD BOX AND SLEEVES

AGS WOTR150 \$15.90



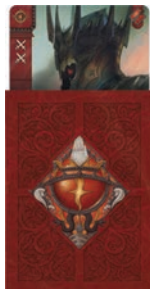
SHADOW CARD BOX AND SLEEVES

AGS WOTR151 \$15.90



FREE PEOPLES CUSTOM SLEEVES

AGS WOTR152 \$12.90



SHADOW CUSTOM SLEEVES

AGS WOTR153 \$12.90

ASMADI GAMES



ONE DECK GALAXY

One Deck Galaxy is a co-op space civilization-building game for 1-2 players using only cards, dice, and tokens. Each card in the deck represents both a location in space your civilization has scouted, but also the benefits it could reap by colonizing or studying it. These benefits increase your ability to roll dice and manipulate them, and help your civilization grow stronger. When the deck runs out, the era advances and your foes become more dangerous. If you're not ready, they may overwhelm you and send your empire into decline before it can become truly great! With two sets of the game you can play with a crew of 3-4 players. Scheduled to ship in December 2022.

ASI 0090 \$30.00

BANDAI CO.

SPOTLIGHT ON



DRAGON BALL SUPER TCG:

ZENKAI - ULTIMATE DECK 2023 DISPLAY (6) (BE22)

A gorgeous 58 card deck and a Z03 booster pack! All 58 cards are silver foil. User favorite leader Goku Black, The Bringer of Despair from BT2 is back for the Z Card meta, with the mighty power to take part in tournaments right away! 13 new card types, including 3 Z Cards are included in this product. It also includes a full 7 card Z Deck, allowing you to get the most out of ZENKAI Series gameplay! Each deck includes 1 random silver and gold foil card version of a Leader (1 type) or Z Card (3 types). Some decks at random are all holographic God Decks! These rare decks are a first for DBSCG. Both competitive players and collectors will be excited to make multiple purchases in search of max rarities! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2671440 PI

BEDROCK GAMES

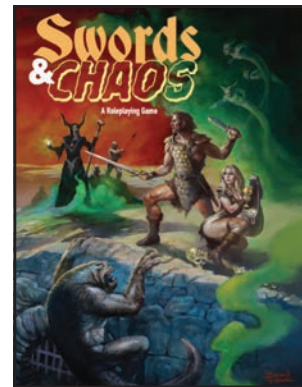


SONS OF LADY 87 RPG: AN OGRE GATE CAMPAIGN

Sons of Lady 87 is a campaign book for Wandering Heroes of Ogre Gate. Lady 87 Awaits. Explore the criminal life of the southern empire, a place of thieves, bandits, celestial plume dealers, killers, and prostitutes. Join the Eighty-Seven Killers and serve Lady 87 as she secures her power against encroaching forces that push feuding criminal sects towards war. But it also serves righteous campaigns, providing an endless assortment of enemies for law-abiding characters. Scheduled to ship in December 2022.

BED 8787 \$59.99

BLACKSPIRE FANTASY



SWORDS & CHAOS RPG:

CORE BOOK

Swords & Chaos is powered by the SIEGE Engine, a d20-based system originally developed by Troll Lord Games for such exciting RPGs as Castles & Crusades and Amazing Adventures. Blended into this system are a suite of mechanics which ever so slightly modernize the experience. Those familiar with Castles & Crusades, old school, or even modern gaming will be able to dive right in without issue! The rules have been designed to be as quick and simple to learn as possible, while still offering a satisfying level of depth for veteran players. Are you prepared for high adventure in a world of savage swords and sinister sorcery? Then pledge your allegiance to Swords & Chaos! Scheduled to ship in December 2022.

BSF 0100 \$49.99

CALLIOPE GAMES

OFFERED AGAIN

SPOTLIGHT ON



O/A HIVE MIND - SECOND EDITION

In Hive Mind, players answer trivia and opinion questions trying to match their answers with other players, scoring points for each match they achieve. They don't have to be correct! They just have to be the same as what other players think. Each round, players will roll the die to determine how many lowest scoring answers move down the player board. Then a question will be asked, and answers given and scored. Once one or more players moves lower than level six, they are eliminated from the Hive Mind and everyone else wins.

CLP 216 PI

CATALYST GAME LABS

SPOTLIGHT ON



BATTLETECH: SALVAGE BOX - URBANMECH

Scheduled to ship in January 2023.
CAT 36002.....\$7.99

SPOTLIGHT ON



BATTLETECH: TECHNICAL READOUT - DARK AGE

Technical Readout: Dark Age expands on *Technical Readout: Succession Wars*, *Technical Readout: Clan Invasion*, and *Technical Readout: Jihad* by combining the 'Mechs previously found in *Technical Readout: 3075*, *Technical Readout: 3085* (and its Supplemental), *Technical Readout: 3145*, *Technical Readout: Irregulars*, *Technical Readout: Prototypes*, and more. This volume features some of the most common 'Mechs from the Dark Age.
CAT 35138.....\$39.99

CHESSEX MANUFACTURING



POUND-O-12MM D6 DICE

Scheduled to ship in October 2022.
CHX 00112.....\$24.95



LAB DICE 6: POLYHEDRAL 7-DIE SET SAMPLER (18 SETS)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
CHX 30618.....\$215.64

CRYPTOZOIC ENTERTAINMENT



DC COMICS DBG: INJUSTICE

Two to Five players take the roles of various Insurgency and Regime parallel universe characters to battle for dominance.
Scheduled to ship in February 2023.
CZE 29019.....\$44.99

DIRE WOLF DIGITAL



THE DRAGON PRINCE: THE TALES OF XADIA RPG

Play as elves or humans, forge alliances, engage in mighty battles, and protect those you love from peril and prophecy... the next tale to be told is yours! The Tale of Xadia Game Handbook includes: Lore and legends of The Dragon Prince universe, including characters, creatures & magic spells! Detailed guide for character creation to get you into the game. A ready made high-stakes adventure to begin your own tale in Xadia! 300 beautifully detailed pages recommended for adventurers age 9 and up. Scheduled to ship in November 2022.
DWD 05003.....\$55.00

The epic, highly rated **AWARD WINNING** 2-player game

MATTHIAS CRAMER

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"THIS IS A MUST OWN GAME FOR THOSE LOOKING FOR THEIR NEXT 2P GAME!"
- BOARDGAMEQUEST

STRENGTH
PEACE
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STABILITY
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"ONE OF THE BEST 2P GAMES THAT WE'VE EVER PLAYED!"
- MAN VS MEEPLE

SKU: FG1024-WH - MSRP \$34.95



DPH GAMES

AFFLICTION Salem 1692



AFFLICTION: SALEM 1692 (SECOND EDITION)

Affliction: Salem 1692 is a game set in the hysteria of a witch-hunt. Use your influence to whisper in the ear of the magistrate, judge, governor or minister to protect some and have others arrested. Salem was a chance to gain property, exact revenge and prove one's righteousness. In the second edition, you will find: Modified starting

characters and increased the number to eight. Each player is now dealt two and chooses one. With more afflicted girls as starting characters, the game feels even more authentic. Scheduled to ship in December 2022.

DPH A42C \$29.99

DRAGON'S FIRE GAMES



BUILD-A-BOT

Build-A-Bot is a three tiered game that we created to play with our Little children, our Big children and our Adult friends. We use the Copper Bot cards when playing with our Littles. Game play mixes basic elements of "Go Fish" and "Rummy," where the objective is to get the six parts of your color bot before everyone else. We then add the Silver Action cards to introduce: on the table building, extra card drawing, card stealing, and bot sabotaging. When Silver is not enough for our experienced Gamer friends, we add Gold cards to the mix. Scheduled to ship in December 2022.

DFG 404 \$49.99

DRANDA GAMES



ISLE OF TRAINS: ALL ABOARD

In this multi-use card-based engine-building game, you are competing to be remembered as the greatest train conductor on the island. Build a grand locomotive with a range of freight and passenger cars, and entice your opponents into giving your their goods and passengers. Then deliver them to score big! Or, load your goods and passengers onto your opponent's trains to benefit from their powerful engine bonuses, allowing you to chain actions together and go steaming ahead.

DRN IT001 \$25.00

DV GAMES

NOT THAT MOVIE

Pizza, sofa and friends: only the movie is missing. As usual, you can't decide which one to watch. It could be "Fifty Shades of the First Moon", or "The Guardians and a Leg". How about if, instead, it was "The Lord and the Tramp"? Rely on reviews and choose the perfect title for you. Will you spend the evening arguing or will you be able to get everyone to agree? *Not that Movie!*, the game of broken titles, is the new party game from DV in which you don't need to be an expert in cinema to have fun: it contains more than 25,000 movies that no one has ever seen. Scheduled to ship in December 2022.

DVG 9388 \$24.99

OFFERED AGAIN

O/A BANG!: THE BULLET

The deluxe edition of *BANG!*, in iconic bullet-shaped packaging. Contains the base game of *BANG!* and three expansions: *BANG! Dodge City*, *BANG! High Noon*, and *BANG! A Fistful of Cards*.

DVG 9021 \$49.99



O/A BANG!: 4TH EDITION

The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly! Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards) in *BANG!*, the old-fashioned spaghetti western shoot-out card game of bluff and deduction.

DVG 9100 \$24.99



O/A BANG!: THE DICE GAME

In the Wild West, the eternal battle between the Law and the Outlaws keeps heating up. Suddenly, a rain of arrows darken the sky: it's an Indian attack! Are you bold enough to keep up with the Indians? Do you have the courage to challenge your fate? Can you expose and defeat the ruthless gunmen around you? Experience all the excitement of *BANG!* - now with dice!

DVG 9105 \$19.99

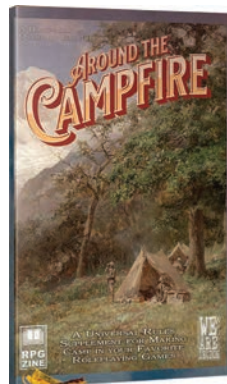


O/A WONDER BOOK

Wonder Book is a pop-up adventure board game for 1 to 4 players in which each player takes the role of a teenage kid in a group of adventurous friends. This is a cooperative game, where you all win or lose together as a team. Featuring finely sculpted miniatures that you will be able to paint yourself and a ton of full color paper engineered pop-up terrain. *Wonder Book* will hit all the right notes for you and your family and invoke all those happy moments when colors, shapes, and 3 dimensions met your love of reading.

DVG 9042 \$89.99

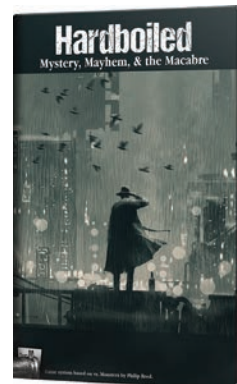
FAT GOBLIN GAMES



AROUND THE CAMPFIRE: A HAND-BOOK FOR OVERLAND EXPEDITIONS

A Hand-book for Overland Expeditions: Around The Campfire is a downtime activity zine with the focus on setting up camp and keeping busy between adventuring, and explores the challenges and difficulties of sleeping in the rough, and meeting other basic needs. Players can work together to complete one or all of these tasks each time camp is set, or divide the workload amongst each other. While we have tried to keep these rules as standalone as possible, the Gamemaster might need to make adjustments to fit their chosen system. Scheduled to ship in December 2022.

FBG 9004 \$14.95



HARDBOILED RPG: MYSTERY, MAYHEM, & THE MACABRE

Hardboiled is a roleplaying game of the 1930s-40s pulp detective action where you play regular folk who have decided to fight back against criminal elements running wild in your city. But there's more to fighting for justice and safe streets than picking up your hat and gun to take on the kingpins and their thugs; you'll need to beat your enemies at their own game because the rot reaches the corridors of power! Can you stay true to your principles, even when those you love and protect are threatened? Or will you spiral down into a nihilistic pit of bitterness and blood? Scheduled to ship in December 2022.

FBG 3006 \$19.95



HUNTING AND TRAPPING: A HAND-BOOK FOR OVERLAND EXPEDITIONS

A Hand-book for *Overland Expeditions* is a downtime activity zine with a focus on hunting and trapping during an adventure and explores the challenges and difficulties of surviving in the wilderness, and more importantly, getting food. Players can work together to complete one or all of these tasks each time camp is set, or divide the workload amongst each other. While we have tried to keep these rules as standalone as possible, the Gamemaster might need to make adjustments to fit their chosen system. Scheduled to ship in December 2022.

FBG 9003\$14.95



TEENAGE MUTANT DIRTBAGS: A ROLEPLAYING GAME

You are a Mutantimal, but no one actually uses that stupid name. You are a teenage mutant humanoid animal raised by zealots, trained as warriors, and taught that only you can stop whatever weird crap the world might be stewing up. Humans basically screw-up everything and either can't be trusted to solve their problems or are just too stupid and lazy... at least that's what you've heard. The thing is, you love the human crap. You want to binge TV and argue movie fandom, you love fast-food and all that junk, and most days you just want to smoke weed and sleep till noon. Save the World? That's not your job, man. Scheduled to ship in December 2022.

FBG 9002\$14.95

FIRESIDE GAMES



CASTLE PANIC: 2ND EDITION - THE DARK TITAN EXPANSION

The expansion to *Castle Panic* that adds a final boss and his minions. Agranok, an 8-point Monster, brings an army with new powers to battle. Fight back with Boiling Oil, the Cavalier, and Support tokens. Scheduled to ship in February 2023.

FSD 1018\$19.95

FLYING CARPET GAMES

SNAKES & LETTERS

Snakes & Letters is a light word-building game in which players try to make high-scoring words using the letter cards in their hand and on the board. If they need some extra help they can also play a vowel or consonant snake card to represent any letter of that type. When a player makes or modifies a word they gain control of that word. Control a word for a whole round to capture it and score points. The player with the most points at the end of the game wins.

FCG 09001\$18.00



GAMELYN GAMES



TINY EPIC DUNGEONS: EXTRA DICE SET

Scheduled to ship in December 2022.

GLG TEDUA05\$15.00

PATHFINDER



PATHFINDER A TASTE OF ASHES

Continue the *Blood Lords* Adventure Path in which the characters rise from skilled troubleshooters to join the lords who rule a land of the dead.

PZ090185 MSRP \$26.99



PATHFINDER KINGMAKER BESTIARY (5E)

Designed to work alongside the new *Pathfinder Adventure Path* campaign book, this volume makes quick conversion of the campaign to 5E a breeze!

PZ02025 MSRP \$49.99



PATHFINDER LOST OMENS IMPOSSIBLE LANDS

Explore a region where the present is still haunted by the past, and echoes of destruction still shudder across those who brave it!

PZ09314 MSRP \$59.99



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GAMES

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GTM

DEC 2022

31



Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90
mins



2-4
players



Ages
14+

GF9 DUNE07 \$60

Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.



60-90
mins



2-4
players



Ages
14+

GF9 FFF01 \$65



Pirates of Skydock

There's nothing wrong with being a pirate - sailing through the stars and making a living by any means necessary. In fact, among some, it's a very honorable position. You're ready, you have a crew, and you just need one more thing: a ship.

But you're in luck! After greasing the right palms, you learned of a newly-refitted vessel ripe for the taking with a skeleton crew of guards protecting it. With the right team, you could take it. The only problem is you're not going to be the only one trying to get that prize...



60-90
mins



2-4
players



Ages
14+

GF9 PFSF02 \$60

Enola Holmes: Finder of Lost Souls

Detection is not a simple game, but with the help of my extraordinary brother, Sherlock, and a certain nincompoop, I'll see the truth soon enough.

Enola Holmes is an all-against-one cooperative game where the detectives travel around London solving puzzles to gain the clues that will fuel their deductions.

Can you deduce the crime before the criminal wins?

45
mins

2-4
players

Ages
14+

GF9 ENHO01 \$40



NOVEMBER

GAMES

FEBRUARY



Dr Who: Nemesis

It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels.

In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends. Your old nemesis, the Doctor, endlessly seeks to thwart your plans. Worse still, his other adversaries have their own schemes, and they don't involve you controlling everything. You must send your minions out to thwart both the Doctor's and your opponents' schemes, while bringing your own schemes to fruition.

45-90
mins

2-4
players

Ages
14+

GF9 DWN01 \$60

Dune: Ecax & Moritani

House Ecax is ruled by Archduke Armand Ecax, who is well respected in the Landsraad and keen to strengthen his standing by forging lasting alliances.

House Moritani: Led by the ruthless and cunning Viscount Hundro Moritani, the Moritanis did not hesitate to use terror tactics to conquer their enemies, resorting to assassination, sneak attacks, and sabotage.

120+
mins

2-6
players

Ages
14+

GF9 DUNE08 \$25



FEBRUARY

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GTM

DEC
2022

33

GATE KEEPER GAMES



ROLLING REALMS DICE

Scheduled to ship in November 2022.
GKG EPICRR.....\$12.95



MIGHTY TINY DICE: METAMORPH (7 POLYHEDRAL DICE SET)

Scheduled to ship in December 2022.
GKG TINYCH27\$14.95

THE GAUNTLET



TROPHY RPG: DARK

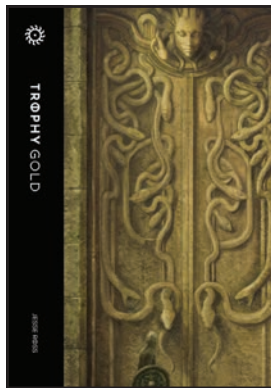
Trophy Dark is a dark fantasy horror game about doomed treasure-hunters seeking their fortune in a haunted forest; what they do not know is that the forest will make a trophy of them. The game is organized into incursions: themed stories played over one or two sessions. *Trophy Dark* includes 22 incursions, as well as instructions for creating new incursions. Scheduled to ship in December 2022.

TGT D1\$45.00

TROPHY RPG: GOLD

Trophy Gold is a dark fantasy horror/adventure game about desperate treasure-hunters who loot gold from a haunted forest and the dungeons it hides. Unlike other fantasy roleplaying games, *Trophy Gold* emphasizes the struggle of being a low-powered adventurer and the risks associated with that profession. The game is organized into incursions: themed stories played over 4-5 sessions. A series of incursions can be strung together to form a longer campaign, exploring the goals and lives of the treasure-hunters. *Trophy Gold* includes nine incursions, as well as a special "mega-incursion" called "The Roots of Old Kalduhr" that can last 12 or more sessions and be a campaign unto itself. Scheduled to ship in December 2022.

TGT G1\$45.00



TROPHY RPG: LOOM SETTING BOOK

Trophy Loom is a system-agnostic setting book useful for players of *Trophy Gold*, *Trophy Dark*, or any fantasy game system. Unlike other setting books, *Trophy Loom* emphasizes a non-canonical answer to the setting materials. For example, a location is named and loosely defined, and then further sub-defined through random generated tables so each play group's experience is similar, but not identical, and play groups have room for collaborative creation. Scheduled to ship in December 2022.

TGT L1\$45.00



GOBLINKO GAMES

DUNGEON DEGENERATES

Dungeon Degenerates: Hand of Doom puts the players into the boots of hardened criminal adventurers, escaping from the dungeons of Brütelburg into a deranged, demented, dark-fantasy world of swords, sausages & sorcery. Players attempt to make their way through a series of interconnected weird, nasty & mysterious adventures as the world of the Würstreich gets progressively more dangerous & the Hand of Doom descends - distorting the land with evil sorcery.

GOB DD001.....\$90.00



GOODMAN GAMES

SPOTLIGHT ON



TALES FROM THE MAGICIAN'S SKULL #9

Featuring an all-new story starring Fafhrd and the Gray Mouser — *Pawn's Gambit*, by Nathan Long. Includes stories by Enge, Lindberg, Teng, Ritzlin, and others. Cover art by fantasy legend Sanjulian. Seven new sword-and-sorcery stories from some of the top talent in the industry. Scheduled to ship in November 2022.

GMG 4508\$14.99

GREENBRIER GAMES

LOST ONES: COLLECTIBLE COMPASS ROSE

Scheduled to ship in November 2022.

GNE LO02\$9.95



JAPANESE GAMES



NARUTO: NINJA ARENA - 2ND EDITION

The hidden village of Konoha, home of the Leaf ninjas, is preparing to send its best students to take the Chunin exams, a grueling series of fights and tests that will determine the future of shinobi influence on the rest of the world. And of course, the best way for ninjas to practice their skills... is with a ninja brawl! Join Naruto and his friends as they compete to determine who will be the best fighter in Konoha village. Throw the dice and be attentive, fast, and smart to unleash your hero's most powerful combos. Each character plays differently but only one will be the best Ninja. Scheduled to ship in November 2022.

GGD JPG504PI





SHADOWRUN®



SHADOWRUN® SIXTH WORLD



CITY EDITION IS HERE!

The fast-moving, high-risk, high-reward gameplay of *Shadowrun, Sixth World* is now better than ever with *City Edition: Seattle*! The rules are updated with the latest errata and changes, and they have the extra addition of 16 pages of Seattle-centric content. With new contacts, qualities, plot hooks, and more, this book lets you drop right into the action in the shadowrunning capital of the world. Completely compatible with all other *Shadowrun, Sixth World* books, this is the best way to dive into the action in one of the most enduring role-playing settings of all time.

CATALYST
game labs



TOKYO GHOUL: BLOODY MASQUERADE

In downtown Tokyo, ghouls are on the move, and they can only quench their thirst with coffee and their bloodthirst with human flesh. Humans are easy prey, but the investigators from the fearful CCG are on the look out. Their job: make the ghouls out in the crowd and hunt them down. In this bluff-and-deduction board game, play as one of 15 different characters from the anime, including Kaneki, Touka, Juzo and Rize. Whether you are a mere human, a ghoul, or an investigator: roam the streets of Tokyo, keep your identity a secret, investigate, and cover your tracks. It is up to you to uncover the other players' real natures and come out on top. Scheduled to ship in November 2022. GGD DPG1075



BLADE RONDO

You are a Swordian, a human with the ability to manifest the skills and techniques used by characters of legend. A Swordian's manifestations are known as Swords, weapons of great power that descend upon the battlefield as the legendary characters themselves. As a bird yearns to soar in the heavens, so too do the Swords seek a place to do combat. Answer their call, let them sing out in battle. Alone or outnumbered, you fight on, undaunted. In the shadow of death, you stand unafraid. For you are a Swordian, a sworn defender of the peace, and now more than ever more, the peace is in turmoil. Scheduled to ship in February 2023. GGD JPG485

BLADE RONDO: FROST VEIL

Everything you know and love from the original Blade Rondo, but with an added Glaciate mechanic giving yet another way to be flexible with your set area and Voltage management. The set area is primarily for Familiars, Puppets, and Bonded effect cards. With Glaciate, you can now add these cards to the set area to resolve their effects later. In the Solo mode, you'll be fighting another Muse opponent with her own Swords - Sonya! Scheduled to ship in February 2023. GGD JPG488

BLADE RONDO: LOST DREAM

Everything you know and love from the original Blade Rondo, with the most exciting solo play of all the games in the series. Face off against the final boss of the story, Veronica. Fight a double battle; bringing Maria and Sonya with you as you work your way through the first set of Veronica's cronies, and then keep them alive to battle her final form! Scheduled to ship in February 2023. GGD JPG489

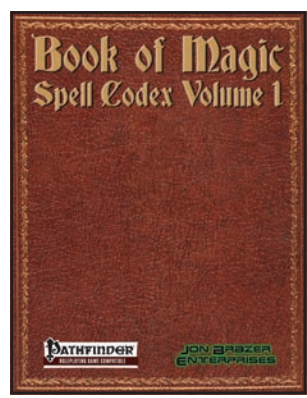
BLADE RONDO: GRIM GARDEN

Everything you know and love from the original Blade Rondo, but with an added coing mechanic that allows you to swap Swords in and out of your Set Area. This new flexibility is even more useful since it doesn't count as an action and your opponent cannot use countering Gambit cards. Grim Garden's solo mode splits the enemy Muses into levels, with a reward after you defeat each one. Scheduled to ship in February 2023. GGD JPG487

BLADE RONDO: NIGHT THEATER

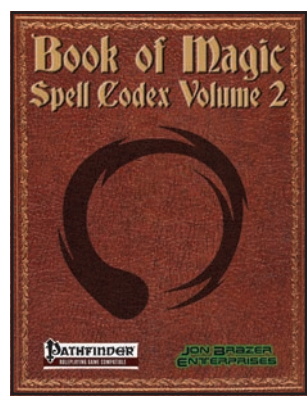
Everything you know and love from the original Blade Rondo, but with an added day and night cycle to really change up your strategies. Your cards will do different things based on how far through the game you are, so there's a new balance to consider when building your hand of 7 cards! In Night Theater's solo mode, you will fight a Muse opponent, who uses her own Swords - Maria! Scheduled to ship in February 2023. GGD JPG486

JON BRAZER ENTERPRISES



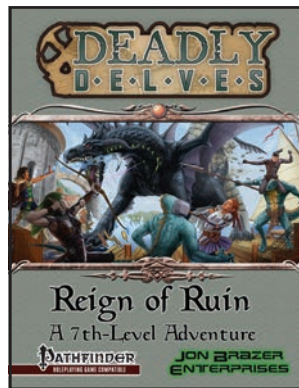
BOOK OF MAGIC: SPELL CODEX VOLUME 1 (PF1)

Bringing together all the spells from nearly two dozen companion sources, the Book of Magic: Spell Codex Volume 1 has something for everyone. These spells have been updated for clarity and expanded to cover classes introduced after their original publication. Gathered together for the first time, these spells will give your character the edge you've been looking for. Within these 96 pages, the Book of Magic: Spell Codex Volume 1 contains: Over 170 spells for all 26 spellcasting classes. From wizard to bloodrager, cleric to paladin, psychic to medium, you'll find spells for your character here. New short descriptions, making it easy for you to discover and find that perfect spell. Artwork to make this feel like a true spellcaster's tome. With this essential compendium, your character will be prepared for the road ahead. Scheduled to ship in December 2022. JBE 0267 \$24.99



BOOK OF MAGIC: SPELL CODEX VOLUME 2 (PF1)

Bringing together all the spells from two dozen companion sources, the Book of Magic: Spell Codex Volume 2 has something for everyone. These spells have been updated for clarity and expanded to cover classes introduced after their original publication. Gathered together for the first time, these spells will give your character the edge you've been looking for. Within these 96 pages, the Book of Magic: Spell Codex Volume 2 contains: Over 180 spells for all 26 spellcasting classes. From wizard to bloodrager, cleric to paladin, psychic to medium, you'll find spells for your character here. New short descriptions, making it easy for you to discover and find that perfect spell. Artwork to make this feel like a true spellcaster's tome. With this essential compendium, your character will be prepared for the road ahead. Scheduled to ship in December 2022. JBE 0268 \$24.95



DEADLY DELVES: REIGN OF RUIN, A 7TH-LEVEL ADVENTURE (PF1)

Deadly Delves: Reign Of Ruin is a full-length adventure module and is compatible with the best-selling Pathfinder Roleplaying Game. This adventure is designed to challenge four to five 7th-level PCs like no other content has to date. Inside this volume, you'll find: 20 fully-developed new monsters for your Pathfinder campaign. Three original traps and haunts, and two new magic items, including the sinister relic of unholy devotion and the awe-inspiring rainbow scepter. Full-color maps of a Crannogtown village, as well as five floors of a terrifying temple dungeon. Specialized advice on playing a cunning black dragon against a group of PCs in a dangerous game of cat and mouse. Enough content to take a group of 7th-level PCs all the way to 9th-level, with ideas to extend the story even further once you're done exploring the temple. Dangers Unknown. Treasures Untold. Adventure Awaits. Scheduled to ship in December 2022. JBE 0234 \$19.95

KEYMASTER GAMES



PARKS: PLAYMAT

This deluxe neoprene mat organizes your game of PARKS on the table and provides an easier time picking up and managing cards from the table. With plenty of room for all the cards, trail tiles, and both resource trays, it's time to get hiking in style! KYM 05NP01 \$25.00

SPOTLIGHT ON



YU-GI-OH! TCG: PHOTON HYPERNOVA BOOSTER DISPLAY (24)

Galactic chaos erupts in February with Photon Hypernova, the first Core Booster of 2023 for the Yu-Gi-Oh! Trading Card Game TCG! This 100-card set lets your Deck shine brighter than ever before with brand-new cards for Kite Tenjo's "Photon" and "Galaxy" strategies from Yu-Gi-Oh! Zexal! Expect the unexpected in Photon Hypernova with powerful new cards to discover that are truly out of this world! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 85889.....\$107.76

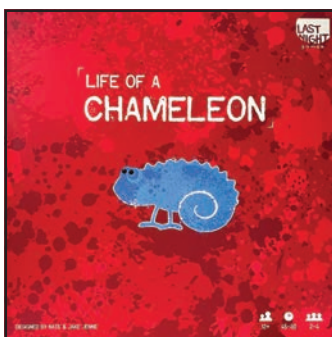
SPOTLIGHT ON

YU-GI-OH! TCG: TRAPTRIX STRUCTURE DECK DISPLAY (8)

Watch your step, the footing is treacherous and full of "Trap Holes" in a new Structure Deck featuring Traptrix! The popular "Traptrix" strategy from Yu-Gi-Oh! Master Duel now has its own Yu-Gi-Oh! Trading Card Game Structure Deck! The "Traptrix" theme is comprised of EARTH Plant and Insect-Type monsters that may appear cute on the surface, but the closer you get the more you'll find that they're truly nefarious. This strategy revolves around "Traptrix" monsters that help you Set powerful "Trap Hole" Trap Cards that can drop your opponent's monsters right out of the Duel! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 85975.....\$95.92



LAST NIGHT GAMES



LIFE OF A CHAMELEON

You are a chameleon just trying to make your way in this world, eating one bug at a time. Eat specific colors of bugs in the right order to win. Snatch tasty insects right out from under your opponents as you navigate the board fraught with dangerous snakes and other competitive chameleons.

LNG 2021CHAM.....\$44.95

LEDER GAMES

SPOTLIGHT ON

PUZZLE: OATH - BUILT UPON THE RUIN

Scheduled to ship in November 2022.
LED 04000.....\$20.00



A party game with no wrong answer!
Score points every time you answer a question the same as other players. Those that don't think alike can find themselves sent right off the board!



www.CalliopeGames.com

Game play
30-90
minutes

Ages
8+

3-12
players



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LEGENDARY GAMES



BORICUBOS: THE LOST ISLES (PATHFINDER SECOND EDITION)

Explore the incredible archipelago of Boricubos, a land rooted in the myths and legends of the Taino and Arawak peoples of Puerto Rico and the Caribbean. This amazing campaign setting includes vividly detailed cultures with seven sensational playable ancestries, from the anabagua flower-folk to the volcanic wolakan, the mercenary iguaca parrotfolk, the hurakan living storm scions, and more! Plus you'll find nearly dozens of new archetypes, class options, class feats, and more for almost every *Pathfinder Second Edition* character class, alongside dozens of new spells, weapons and armor, feats, magic items, and so much more, including the brand-new shaman class that binds the spirits of the islands and the incarnation of ancestors to wield mystic power! Scheduled to ship in December 2022.
LGP 486BO01PF2.....\$39.99



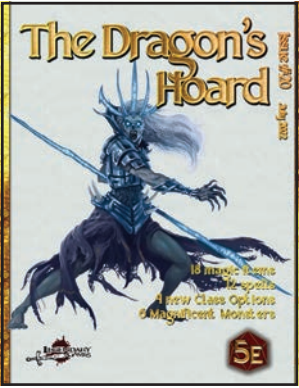
LEGENDARY LOOT CARDS DECK #5 (5E)

Legendary Loot Cards bring you a wealth of treasures for your *D&D 5E* campaign, each beautifully illustrated and with complete rules! You'll find dozens and dozens of magic items of every kind, from the amulet of mighty fangs to the zombie skin shield, from common items like the potion of regeneration and rod of force to legendary treasures like the chakram of windfire and invincible cuirass. You'll find magical implements like the staff of armory and triad bracelet alongside weapons like the avenging axe and dagger of negation, as well as all-purpose tools like the goblin mask, energy shroud ring, magi's duster, and elixir of arcane concordance! Scheduled to ship in December 2022.
LGP 555L055E.....\$19.99



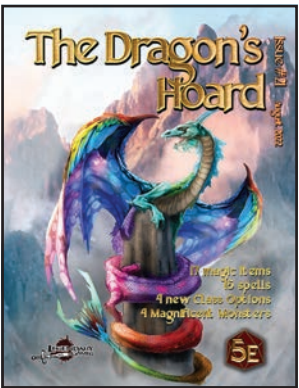
THE DRAGON'S HOARD #19 (5E)

Magic, Monsters, and More! *The Dragon's Hoard* is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of *The Dragon's Hoard* takes every new magic item, spell, monster, or other new rules content from our ongoing *Legendary Loot* Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! Scheduled to ship in December 2022.
LGP 556DH195E.....\$12.99



THE DRAGON'S HOARD #20 (5E)

Scheduled to ship in December 2022.
LGP 559DH205E.....\$12.99



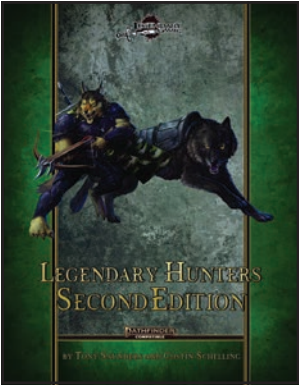
THE DRAGON'S HOARD #21 (5E)

Scheduled to ship in December 2022.
LGP 560DH215E.....\$12.99



FAERIE PASSIONS (PATHFINDER SECOND EDITION)

What happens when immortal infatuation breaks forth into the world of mortals? *Faerie Passions* holds the answers, with advice and optional rules for *Pathfinder Second Edition* GMs as well as new character options for characters. Players can unlock four new sorcerer bloodlines for nereids and norms, dryads and satyrs, with a dozen dynamic focus spells like green soul, pluck the threads, shift fate, and waves of ecstasy, while rangers and druids can master the wild with fey feats like Dispelling Strike and Fey Allure. For GMs and world-builders, *Faerie Passions* explores the mindset of the fey and their motivations when interacting with mortals and a world that is not their own, richly illustrated with detailed examples. Scheduled to ship in December 2022.
LGP 026KM04PF2.....\$11.99



LEGENDARY HUNTERS: SECOND EDITION (PATHFINDER SECOND EDITION)

The Hunt is On! *Legendary Hunters: Second Edition* is the latest volume in our new series of class-focused player supplements for *Pathfinder Second Edition*, this time focused on the wild-wandering beastmaster hunter class. These savvy wilderness warriors approach encounters with tactics and teamwork in mind for them and their bestial (and humanoid) allies. You'll find over 100 awesome options for this new class, including an array of Hunter's Bond skills like Flank and Shank, each with their own teamwork and support benefits and special actions, with over 60 class feats for every level. Scheduled to ship in December 2022.
LGP 549LC36PF2.....\$13.99



LEGENDARY MEDIUMS: SECOND EDITION (PATHFINDER SECOND EDITION)

Legendary Mediums is the latest in the player-focused line of supplements for *Pathfinder Second Edition*, centering on the skillful and adaptable medium class. Tap into an incredible array of psychospiritual abilities, featuring over 30 class options for binding yourself to spirits like the Adept and the Magician, attuning yourself to the anima, kami, servitor, or the mysterious void. That's just the beginning, as you'll also find over 100 class feats, focus spells, magic items, skill unlocks, and more! Scheduled to ship in December 2022.
LGP 392LC16PF2.....\$13.99



MYTHOS MONSTERS (PATHFINDER SECOND EDITION)

Mythos Monsters brings 90 eldritch abominations from the dark places beyond the stars to your *Pathfinder Second Edition* campaign, with beautiful artwork for each one! Unleash the mind-bending majesty of the Lovecraft mythos on an unsuspecting world, with mythos minions like the faceless stalkers, star vampires, and the hideous hybrid blood of Yog-Sothoth, horrific variants like embryonic brain collectors and dream flumphs, gug savants and neothelid psions, and inhuman horrors like shantaks, nightgaunts, and the blood of Yog-Sothoth, or terrifying titans like bholes, elder shoggoths, and flying polyps. Scheduled to ship in December 2022.
LGP 454HO04PF2.....\$26.99



TREASURY OF THE CITY (PATHFINDER SECOND EDITION)

The city is a dangerous place, and adventurers daring to brave the urban jungle need the right equipment! *Treasury of the City* brings you three dozen brand-new *Pathfinder Second Edition* magic items perfect for every part of the city, from the back alleys, sewers, and slums to the halls of power and the smoke-filled back rooms where power brokers rule from the shadows. You'll find weapons and combat accessories like the toxic scabbard and forgetful sap alongside protective devices like cryptwarden's plate and the roofrunner's buckler. Wherever your heroes venture in adventures of urban intrigue, they'll find the perfect tools to take down treacherous advisers and bring justice to the streets. Scheduled to ship in December 2022.

LGP 322CT06PF2.....\$10.99

TREASURY OF THE KINGDOM (PATHFINDER SECOND EDITION)

Treasury of the Kingdom brings you a bevy of *Pathfinder Second Edition* magical items perfect for the freeholder lords of a newborn kingdom hacked out of the wilderness. Here can be found tools of war like the shield of the encroaching forest and battle standard of the fallen, but also implements of exploration to blaze trails through forest and field, hill and vale like the survivalist's arrow and scout's spyglass. Characters carving out a domain to rule will also find items to help manage their lands like instant signal towers, crown of affirmation, and the plow of the abundant harvest. Finally, since explorers in the deep wild are not moving into lands uninhabited, but rather places that are haunted by the magical and mysterious fey and monstrous tribes alike, from the burning skull mace and beldam's eye to the staff of the fey queen! Scheduled to ship in December 2022.

LGP 171KB09PF2.....\$9.99

LETIMAN GAMES



ADVENTURE TACTICS: DOMIANNE'S TOWER SECOND EDITION

Adventure Tactics: Domianne's Tower is an encounter-based, campaign-driven, cooperative tactical combat game. Begin your journey as one of 5 Basic Classes and battle your way through a branching campaign where you choose your own path in an attempt to overthrow the evil Queen Domianne. With each encounter, you will level up and unlock over 15 Elite Classes, adding new actions, equipment,

and abilities. Will your team find the right combination of Classes and powers in time to stop Queen Domianne?

LTM 013-2.....\$100.00



TREASURY OF THE MACABRE (PATHFINDER SECOND EDITION)

The Treasury of the Macabre is a collection of over 40 haunted and horrible magic items designed for a horror-themed *Pathfinder Second Edition* game. This tome of treasures includes items any vampire or vampire-hunter would be delighted to discover, in addition to items themed for a wide variety of horror scenarios, from witches, werewolves, ghostly haunted houses, and mad scientists and their creepy constructs to ancient liches and cosmic cults devoted to eldritch entities from beyond the stars! Scheduled to ship in December 2022.

LGP 001CC01PF2.....\$11.99



ADVENTURE TACTICS: DOMIANNE'S TOWER FIRST EDITION UPGRADE KIT

Scheduled to ship in November 2022.

LTM 013UP.....\$10.00



ADVENTURE TACTICS: SIDE QUEST GUIDE 1 EXPANSION

Scheduled to ship in November 2022.

LTM 015.....\$6.00

LUMA IMPORTS



WATCHMOJO: THE PARTY GAME

This is a party game for 3-10 players centered on submitting entries to Top 10 Lists about pop culture subjects to be judged and ranked by the game round's Ranker. Scheduled to ship in November 2022.

LUM WM001.....\$24.99

MANA PROJECT STUDIO



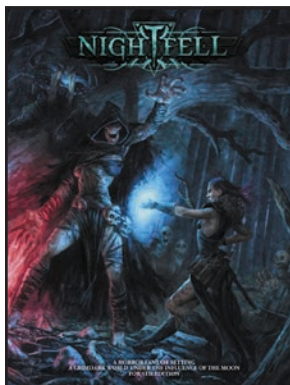
HISTORIA - MAPS PACK (5E)

Contains maps from *Historia Corebook* and *Historia Adventure Book*. The *Historia Maps Pack* will accompany players in their adventures, let yourself be guided in 13 different locations, and dream of new adventures with the world map. Scheduled to ship in December 2022.

MPS 10017.....\$19.90

NIGHTFELL RPG

Scheduled to ship in December 2022.



NIGHTFELL RPG: COREBOOK

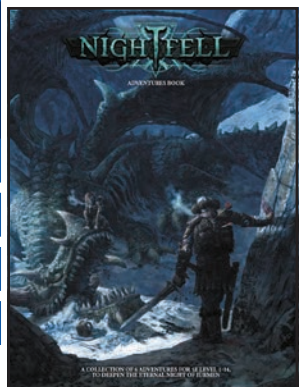
Nightfell is an original horror/fantasy setting for the 5th edition of the most famous role-playing game in the World. This setting will guide you into a dark world full of terror and despair. The Undeads are coming back from the afterlife, and the Eternals are craving the nullification of reality. You will face ancient horrors, superstition, and occultism. You will learn to follow the Moon as your only guide in this nocturnal world. In this ruthless setting, players will play night explorers: resilient survivors who adapted to the Lunar Age, an era where the sun is dead, and life still endures only thanks to the last Primordial beings.

MPS 10008.....\$39.90



GAMES

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ADVENTURES BOOK
 Delve into Iürmen's night with this adventure book. Unveil secrets in the frozen lands of Alper and face a new vampire cult that threatens the northern lands. Investigate the mysteries of Owlrock and the disappearance of a village cursed by witches. Find yourself immersed in a civil war for the salvation of the White City, as ancient horrors resurface from the depths of the mountain. Scheduled to ship in December 2022.
 MPS 10010 \$34.90

ARTBOOK

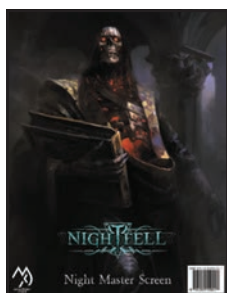
The Art of Nightfell features all the character design and the illustration made for Nightfell Corebook, Bestiary, and Adventures Book.
 MPS 10016 \$19.90



BESTIARY
 The world of Iürmen is populated by dreadful creatures and unspeakable horrors. You will discover legends and folklore related to monsters that draw strength from the Eternal Night. This manual contains: 100 new creatures, with monsters dedicated to Nightfell's lore and others inspired by Italian folklore, each and every one painstakingly adjusted to fit the setting and its dreadful atmosphere. New tips on hunting and investigation, to learn more about the creatures and their habits.
 MPS 10009 \$34.90



LUNAR DICE SET
 MPS 10015 \$15.90



NIGHT MASTER SCREEN
 MPS 10014 \$19.90

SPELL CARDS

As told in Old Tradition writings, three is the number of those sources of power indissolubly bound to the three aspects of reality. In the Lunar Age, however, a contention of the arcane fiber between the light of the Primes and the shadow of death scars Iürmen's own fabric. Such eldritch mayhem gave birth to the one stable source of power, a certainty in the lives of survivors: the Moon.
 MPS 10013 \$9.90



SEVEN SINNERS RPG

What is Seven Sinners? It is the corrupt vision of a world that does not relegate the Deadly Sins to the sphere of ethics or morality, but drags them into reality in a concrete, overwhelming and terrifying way. Seven Sinners is an accessory oozing annoyance that answers the following question: "What would happen if human beings were faced with the embodiment of the seven deadly sins?". The answer, of course, will be in the hands of those who wish to venture into this pernicious reading. Seven Sinners contains some game mechanics that reference the Fifth Edition and First Edition (OSRIC) rulebook, yet its intent is to inspire as many gaming campaigns as possible. Scheduled to ship in December 2022.
 MPS 10023 \$19.90

MODIPHIUS

ELDER SCROLLS: CALL TO ARMS

Scheduled to ship in December 2022.



SPRIGGAN MATRIARCH
 MUH 0330309 \$27.00

FALLOUT: WASTELAND WARFARE

Scheduled to ship in December 2022.



RAIDERS THE FORGED
 MUH 052290 \$59.00



SPRIGGANS
 MUH 0330308 \$37.00



SURVIVORS GHOUL SETTLERS (THE SLOG)
 MUH 052284 \$59.00

LIMINAL RPG: WEREWOLVES OF BRITAIN SUPPLEMENT

The werewolves are starting to remember the power they once had. They are coming. The Hidden World of Liminal will never be the same. In these pages, meet the werewolves of Britain. Learn about their history, and the collective magic of the werewolf gangs. Understand the motives and structure of the Jaeger family, and its quest for dominion. Meet the people - the War Master, Accalia the Lonely, and the terrifying Rend. Smell the fear that helped make the werewolves, in spite of their power, the despised outsiders of the Hidden World. They are coming. Scheduled to ship in December 2022.
 MUH 055103 \$15.00



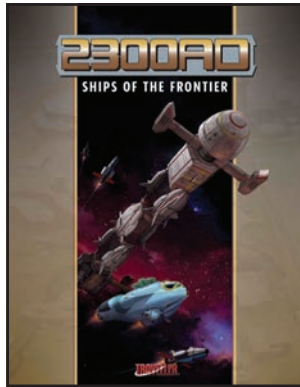
DEC 2022

MONGOOSE PUBLISHING

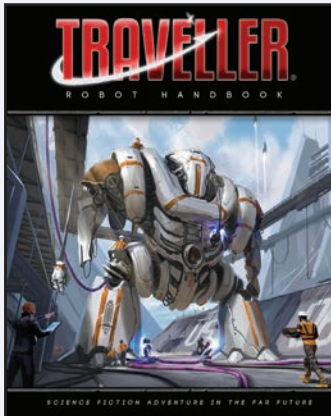
TRAVELLER RPG: 2300AD SHIPS OF THE FRONTIER

The 33 colony worlds and countless outposts of human space are scattered across a 100 light-year diameter volume of space, along three intricate and complex Arms of stars and anchorages that allow starships to hop from star to star, 7.7 light-years at a time. In order to connect all those worlds with the systems of the Core, starships are required. Interface craft are required to connect the great ships with the worlds below, other ships are need to find raw materials, and to find new worlds. And still other are required to protect all those other ships and the worlds they serve. Scheduled to ship in December 2022.

MGP 20023\$49.99



SPOTLIGHT ON



TRAVELLER RPG: ROBOT HANDBOOK

The *Robot Handbook* is designed to be both quick and easy to use, and configurable to customise all aspects of a robot's functions, capabilities and skills; a standard robot can be built in just a few minutes. The *Robot Handbook* also includes rules for making nanorobots and microrobots, androids, clones, biological robots and brains for both vehicles and spacecraft. And what is a cybernetic limb but a robot part? The *Robot Handbook* covers everything from a cybernetic arm to a whole mechanical body with a live brain inside. Scheduled to ship in December 2022.

MGP 40085\$59.99

MYTHIC GAMES



ENCHANTERS: AS ABOVE SO BELOW EXPANSION

An expansion for the fantasy card-drafting game *Enchanters* (or the stand-alone expansion, *Enchanters: Overlords*) featuring two brand new unique 25 card Kingdom Decks. Fight powerful monsters that bury your equipment in their death throes, find more equipment, and do it again in order to take on the powerful Subterranean Dragon.

MYT ENCH23EN\$15.00



ENCHANTERS: RAGE & LAUGHTER EXPANSION

An expansion for the fantasy card-drafting game *Enchanters* (or the stand-alone expansion, *Enchanters: Overlords*) featuring two brand new unique 25 card Kingdom Decks. The Barbarians: The best defense is a good offense. Trade protection for power, accumulate as many attack points as you can, and challenge the fearsome Frost Dragon for victory. The Faeries: These tricksters will reward you with great wealth and power.. but they'll reward your opponents as well. Balance what you gain against what you're forced to give up, use what you've won to defeat the capricious Faerie Dragon, and seize victory.

MYT ENCH24EN\$15.00



• New Threats! Werewolves and Vampire Hunters!

• Events add a new twist every round!

• New Powers to attack new dangers and even other Vampires!

• High Stakes is an expansion for The Hunger. Base game required.

2-6 Players Ages 12+ 60 Min
RGS02472 MSRP \$30

AVAILABLE NOW!



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GAMES

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ONYX PATH PUBLISHING

HUNTER RPG: THE VIGIL 2ND EDITION

You've stumbled into shadows. You know what lurks in darkness. There are more monsters tonight than ever before. It's time to fight back. *Hunter: The Vigil Second Edition* is a standalone game that can be played by new or existing players. The lore has been updated to not only reflect the uptick in monsters, but also the fact that hunting monsters is not exclusive to a location, group of people, or time period. There may be more monsters than ever before, but now there are more ways to fight them, too. In *Hunter: The Vigil*, anyone can be a hunter — provided you are committed to the hunt. It is a game of personal horror and sacrifice that tests relationships and encourages teamwork within a cell, compact, or conspiracy. Scheduled to ship in December 2022.

ONX HTV003\$55.00



SCARRED LANDS DEAD MAN'S RUST

At the Night of Chronicles in the city of Leoni, the adventurers enjoy a wild revel. Opportunity arises when the aging bard Dradoki Bronzeleaf hires the party to escort him to the Broadreach Horizon. The perilous voyage takes the group through titanspawn infested lands, but should they survive, they arrive at the last bastion of uncorrupted wood in the Hornsaw Forest. There they meet the clans of the Broadreach elves and a century of hollow legionnaires dispatched to the Forest of Blood to offer aid and friendship. But a dark shadow looms over the accursed wood. The necromancers of Glivid-Autel sew corruption and death throughout the Hornsaw Forest. Scheduled to ship in December 2022.

ONX SL015\$55.00



SCION RPG: SECOND EDITION - BOOK THREE - DEMIGOD

The Gods made your World, and one way or another, they made you. Every God was once mortal. You stand at the threshold of humanity and divinity and cross over into the lands beyond the World. As the Titans rattle their cages, and you confront your own mortality, you live your myth, and you shed your mortality. Win or lose, the people will speak of your Legend forever more. *Scion: Demigod* presents the next stage in a Scion's evolution with new pantheons, expanding upon setting elements and systems, and giving Story guides and players a guide for massive set piece fights in the Storypath system. Scheduled to ship in December 2022.

ONX SCIO11\$55.00



SQUEAKS IN THE DEEP RPG

Rats and mice live in the margins of the empires of dogs and cats, with homes that connect to the Underneath — a vast collection of warrens, tunnels, caves, and other hidden places. It is a dangerous place full of unexplained phenomena and terrifying creatures. But it is also full of wonders of ages past and the thrill of discovery. For the rodents believe Man was part of something called Science, a way to learn power through study, observation, and experimentation. Perhaps through the exploration of the Underneath, they can rediscover Science. It's time to listen to the squeaks in the deep. Scheduled to ship in December 2022.

ONX PUG017\$50.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - GATEWALKERS PART 2 - THEY WATCHED THE STARS (P2)

"They Watched the Stars" is a *Pathfinder* adventure for four 4th-level characters. This adventure continues the *Gatewalkers Adventure Path*, a three-part monthly campaign in which a team of paranormal investigators unravel the mystery behind a mass amnesic episode which left them with lost memories and strange powers. This adventure also includes a gazetteer of the shrouded waters and eerie shores of the Lake of Mists and Veils; new rules options perfect for paranormalist adventurers; and strange new creatures to befriend or bedevil your players. Scheduled to ship in February 2023.

PZO 90188\$26.99

PATHFINDER RPG: FLIP-MAT CLASSICS - WINTER FOREST

Whether your party is on the run after escaping an icy prison or hunting mythical creatures that emerge only in winter, no Game Master wants to spend time drawing every snowbank and icicle-laden copse of pines. This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, including a frozen lake and a snow-draped cave entrance, this double-sided map makes the perfect setting for forays into the bone-chilling cold! Scheduled to ship in February 2023.

PZO 31042\$16.99



PATHFINDER RPG: LOST OMENS - THE MWANGI EXPANSE HARDCOVER (SPECIAL EDITION) (P2)

South of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity. The Mwangi Expanse has been home to an untold diversity of cultures and peoples since time immemorial, hosting powerful, isolated city states that have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world. As a band of scholars from an ancient university venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks powerful allies against foreign aggression. An undead god, once a symbol of hope

to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Scheduled to ship in February 2023.

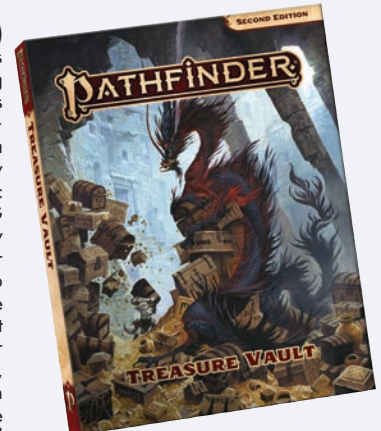
PZO 9309-SE\$79.99

SPOTLIGHT ON

PATHFINDER RPG: TREASURE VAULT (POCKET EDITION) (P2)

Pathfinder Treasure Vault reveals the glittering hoard of a terrifying dragon, as presented by the creature's plucky kobold assistant. This 224-page hardcover rulebook presents a catalog of new gear from nearly every category of equipment and magic item available in the *Pathfinder* RPG while also introducing entirely new categories of items as well. Give your character the perfect tool for the job with signature weapons, customizable relics, and wondrous items to fit your every need while preparing for any eventuality with potions, elixirs, wands, and more! The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability. Scheduled to ship in February 2023.

PZO 2112-PE\$26.99



SPACESHIP UNITY



"Join the Interplanetary Alliance," they said. "Support the IPA in keeping the galactic peace and have grand adventures," they said. What could possibly go wrong?

The edges of the galaxy await in Spaceship Unity, a new sci-fi narrative action game that won't have you just sitting at a table. Grab your crew and turn your whole home into your spaceship as you work together to complete missions and keep the galactic peace. Use your blinds as protective shields, your phone as the ship's communications, a vacuum as the jump drive, and more. Explore 5 episodes with 300 story cards in this epic adventure!



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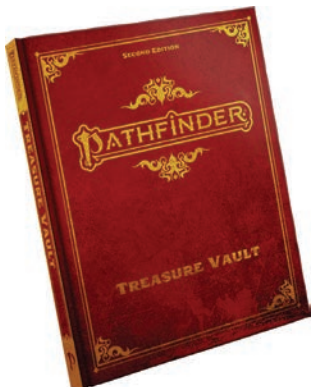


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GAMES

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PATHFINDER RPG: TREASURE VAULT

This 224-page hardcover rulebook presents a catalog of new gear from nearly every category of equipment and magic item available in the *Pathfinder* RPG while also introducing entirely new categories of items as well. Give your character the perfect tool for the job with signature weapons, customizable relics, and wondrous items to fit your every need while preparing for any eventuality with potions, elixirs, wands, and more! The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in February 2023.

- HARDCOVER (P2) PZO 2112.....\$54.99
- HARDCOVER (SPECIAL EDITION) (P2) PZO 2112-SE.....\$74.99



STARFINDER RPG: ADVENTURE PATH - DRIFT HACKERS 2 - CLOCKWORK DEMONS

"Clockwork Demons" is a *Starfinder* adventure for four 9th-level characters, continuing the 3-volume *Drift Hackers* Adventure Path. *Drift Hackers* is part of the *Starfinder* game line, in which faster-than-light travel breaks down and the galaxy is thrown into chaos. In addition to the adventure itself, this book includes an examination of the Church of Triune, as well as an Adventure Toolbox filled with a collection of sci-fi clockwork gear and strange alien creatures. Scheduled to ship in February 2023.

- PZO 7250.....\$24.99

PARADIGM CONCEPTS

ARCANIS 5E CAMPAIGN SETTING RUNIC EDITION

Arcanis: The World of Shattered Empires Campaign Setting Runic Edition is filled with new options for your *5E* Campaign! New Clerical Aspects; New races and sub-races unique to *Arcanis*; Psionic rules; New Classes such as the Holy Champion, Psion, and Shaman; New Backgrounds, Combat Schools, Feats, and Spells; New Rune System; New Monsters. This book is an indispensable resource for both players and Game Masters alike. Scheduled to ship in December 2022.

- PCI 2608.....\$59.99



PENCIL FIRST GAMES



DELICIOUS

Spend the afternoon in your rooftop or backyard garden. Relax while enjoying this artful game of picking, pairing, and planting fruits and vegetables. Grow your plants in whatever container you can. Wheelbarrows, boots, suitcases - use anything you can to grow delicious eats! Delightful, fast-paced flip-and-write with lots of interesting player decisions. Familiar set collection brings in

players of all skill levels for a thoughtful experience. Features charming containers to plant fresh, colorful fruits and vegetables. An excellent choice for any group size with an approachable gardening theme.

- PFX 1500.....\$27.99

PHASE SHIFT GAMES

DUNGEON DROP: TREASURE TRUNK BUNDLE

Welcome to the Box of Infinite Space! A premium "big box" storage solution, complete with 5 plastic game trays and a full set of card dividers! Large enough to hold 3 of our cubical box games, walls, mats, and 1 of the 5 included game trays (or you can swap out up to 2 of the original game boxes and use all the game trays!). This bundle



contains not only the *Treasure Trunk*, but also 1 copy of EACH of the following: *Dungeon Drop: Dropped Too Deep*, *Dungeon Drop: Wizards & Spells*, *Tavern Tales*, *Limited Promo Pack* (2020), and the *Trials & Tools* mini-expansion. Scheduled to ship in December 2022. PSG 119.....\$94.94

PINNACLE ENTERTAINMENT



SAVAGE WORLD RPG: FLASH GORDON - LEGENDS OF MONGO BOOSTER BOX

Legends of Mongo includes eight pages of pawns, twelve updated Archetype Cards, the 32-page *Moons of Mongo* adventure, updated Threat Cards, an updated Combat Reference Chart, and the Conversion Guide. *The Savage World of Flash Gordon* is a setting for *Savage Worlds* based on Alex Raymond's classic comic strips. It also draws from the Buster Crabbe serials, the Filmation series, and of course the fan-favorite 1980 film starring Sam J Jones (who does a foreword for our core book!) Scheduled to ship in October 2022.

- S2P 11407.....\$49.99

SAVAGE WORLDS RPG: SUPER POWERS ARCHETYPE CARDS BOXED SET

36 full color archetype cards in a sturdy storage box. Four Color! - 12 Archetypes for your most popular "comic book" style adventures! Pulp! - 6 Archetypes tailored for low-level "pulp" campaigns! Street Fighter! - 6 Archetypes tailored for heroes sworn to protect their local neighborhoods! Heavy Hitter! - 6 powerful archetypes for your super settings! Cosmic Crusaders! - Journey into space and beyond with 6 of the most powerful heroes for your cosmic campaigns! Scheduled to ship in December 2022.

- S2P 10507.....\$19.99



SAVAGE WORLDS RPG: SUPER POWERS COMPANION

Few mediums inspire today's gamers like comic books, graphic novels, and the movies and television shows based on them. The *Savage Worlds Super Powers Companion* lets you recreate everything from classic Marvel and DC tales to modern takes like *The Boys*, *Kick-Ass*, or *Invincible*... all in the award-winning *Savage Worlds* rules system! This 200-page hardcover book updates the original *Super Powers Companion* to be completely compatible with *Savage Worlds Adventure Edition*. Scheduled to ship in December 2022.

- S2P 10505.....\$39.99

SAVAGE WORLDS RPG: SUPER POWERS PAWNS BOXED SET 1

Coming straight from the *SWADE Super Powers Companion*, these thick, cardboard, individually die-cut characters with front AND back art are ready for you to pop out and play the moment they arrive in your metropolis! They're super easy to transport to game stores, conventions, or that friend's house with the awesome game table, and include over 140 heroes, villains, cops, robbers, and bad guys for your campaign! Scheduled to ship in December 2022.

- S2P 10506.....\$29.99



DEC 2022

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PLAID HAT GAMES



ASHES: REBORN - THE OCEAN'S GUARD EXPANSION DECK

Tristan Darkwater uses sympathy and time magic to explore and defend the ocean, conjuring and curating an entire ecosystem of aquatic creatures. Amplify the innate abilities of your waterborne swarm and shift the tides of battle in an instant! Use this prebuilt deck to take down your opponents or combine Tristan's cards with your favorite Ashes spells and allies to customize a new deck. Scheduled to ship in November 2022.

PHG 1223-5.....\$14.95



ASHES: REBORN - THE SCHOLAR OF RUIN EXPANSION DECK

Rowan Umberend uses ceremonial and time magic to excavate through the physical and temporal ruins of Abylon, discovering the dark history and power of the Chimera of ages past. Resurrect the power of the Chimera by delving through your draw pile to discover ancient artifacts! Use this prebuilt deck to take down your opponents or combine Rowan's cards with your favorite Ashes spells and allies to customize a new deck. Scheduled to ship in November 2022.

PHG 1224-5.....\$14.95



PREMIUM TOKENS

PHG 3600T\$19.95



SAND GOBLINS FACTION EXPANSION

Rev your engines as the Sand Goblins roar into the fray for Itharia! Summoner Krusk has supercharged the inventions of his mischievous tinkers with the power of his summoning stone. Deploy your devious machines to the battlefield, then customize them on the fly to suit your desires!

PHG 3607.....\$14.95



HICKORY DICKORY

In *Hickory Dickory*, players each manage a team of mice eager to appease the bewildering bird who inhabits their beloved clock. Ride the minute hand as your mice travel around the clock, hopping off to grab treasures and win Lord Cuckoo's approval. But beware! The minute hand can hold but so many mice and when things get tight, someone is bound to get booted! Scheduled to ship in February 2023.

PHG 3900.....\$59.95

SUMMONER WARS 2ND EDITION

Scheduled to ship in November 2022.



OBSIDIAN DWARVES FACTION EXPANSION

Muster the Obsidian Dwarves and unleash your anger with all the fury of Itharia's molten core! Balzar and his dwarves care not for notions of subtlety or mercy, preferring to smite anything that challenges their dominance. Such is their rage, they will even sacrifice themselves to achieve their violent ends.

PHG 3606.....\$14.95



PLAYMAT

PHG 3600M.....\$19.95



PREMIUM DICE

PHG 3600D.....\$9.95



SHADOW ELVES

Striking from the darkness comes the Shadow Elves; an elite band of assassins led by the summoner Slundar. There is no sacrifice too great for Selundar; delve deep into forbidden knowledge that can corrupt your mind, or tether your very soul into your most powerful warriors. Strike from the shadows or with the speed of light to defeat any summoner who stands in your way!

PHG 3608.....\$14.95



WAYFARERS

Embark on an adventure across Itharia with the Wayfarers! This eclectic band of travelers have an endless appetite for adventure, and will follow their leader Celeste to the ends of the earth if it means gaining another tale to tell. Slip past your adversaries, confound them with performing arts, and make your way to new horizons! So pack your bags and join Celeste for a journey like no other! Scheduled to ship in February 2023.

PHG 3609.....\$14.95

PORTAL



BASILICA

Basilica is an area control tile-laying game for two players set in medieval Florence offering heavy player interaction and easy-to-learn rules. In this game, players take on the roles of competing architects overseeing the construction of a magnificent cathedral. Each turn, they place tiles to enlarge the cathedral and create areas of a single color while placing builder pawns to gain advantages and control areas. In addition, players execute orders to move or remove builders, increase abilities, block spaces, or tear down previously built cathedral parts. Scheduled to ship in November 2022.

PLG 2231\$40.00



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ELEVEN

Eleven: Football Manager Board Game is an economic strategy game set in a world of sport. Your task is to manage and grow your own football club over the course of a season. During the game, you hire staff members, including trainers, physical therapists, PR specialists, and directors. You acquire sponsors, expand the stadium infrastructure, and take care of your club's position in social media. Among the many tasks on the list are transferring new players and choosing the right tactics for each of the upcoming matches. Scheduled to ship in November 2022.

PLG 2213.....\$50.00

NEUROSHIMA HEX: PIRATES EXPANSION

Pirates is a next expansion to Neuroshima Hex 3.0, the iconic area control game about the world of Neuroshima. A pirate flag fluttered over the Caribbean islands where King Contamination and Queen Neo-Jungle would rule. The gangsters of the seas have a few surprises for their enemies... The new army plays by unprecedented rules, extending the standard Battlefield with special Water Spaces, to which only Pirates have access. The large quality of battle tiles allows them to control the pace of the game, which is crucial when planning in the headquarters location throughout the game. Scheduled to ship in November 2022.

PLG 0675.....\$10.00



PRIVATEER PRESS

WARMACHINE

Scheduled to ship in December 2022.



CYGNAR STORM LEGION - COURSER LIGHT WARJACK (RESIN)
PIP 21005.....\$34.99



KHADOR WINTER KORPS - DIRE WOLF LIGHT WARJACK (RESIN)
PIP 24005.....\$44.99



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MERCENARY CHARACTER - ALEXIA, QUEEN OF THE DAMNED (RESIN)
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ORGOTH SEA RAIDERS - JACKAL LIGHT WARJACK (RESIN)
PIP 22005.....\$34.99



MERCENARY CHARACTER - EIRYSS, SHADOW OF RETRIBUTION (RESIN)
PIP 26005.....\$12.99



ORGOTH SEA RAIDERS - TYRANT HEAVY WARJACK (RESIN)
PIP 22004.....\$44.99

RAVENSBURGER

SPOTLIGHT ON



LABYRINTH: TEAM EDITION

In Labyrinth: Team Edition, everyone plays together against Daedalus, the spirit of the labyrinth. Round by round, players flip through Daedalus' spellbook to learn what obstacles he has placed in their way. Can they use their magic well, move the walls, and find all the hidden treasures before the last page of the book is turned? That's the only way they can win.

RVN 27328.....\$36.99



MERCENARY CHARACTER - MAULGRETH, THE CHARNEL PLAGUE (RESIN)
PIP 26001.....\$12.99



COUNCIL OF SHADOWS

It's the year 2200. We're on the edge of the known universe, and a race for a seat on the mighty Council of Shadows is in full swing, with four civilizations vying for admission. Only those who provide more energy to the council each turn and outdo themselves will be successful. In *Council of Shadows*, you take on the role of one of these four civilizations, secure the strongest actions, take control of important areas, and be the first to make three quantum leaps. This is how you win the race for planets and raw materials and become part of the *Council of Shadows*! Scheduled to ship in January 2023.

RVN 27366..... \$49.99



SPACE MOUNTAIN

Based on the beloved Disney Park attraction! Prepare yourself for a fast-flying board game adventure to the furthest reaches of Space! Zip over wormholes and perform Daring twists and turns around asteroids, comets, unknown planets, and more. Will you be the first brave pilot to visit all five Starports and complete your mission?

RVN 60001949..... PI

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BONES BLACK



CORINNA, GREEK ARCHER

RPR 44167..... \$4.99



GIANNIS, GREEK MAGE

RPR 44168..... \$4.99



HERCULES, GREEK HERO

RPR 44166..... \$4.99



JAXON, GREEK WARRIOR

RPR 44169..... \$4.99

BONES LEGENDS



CHRISTMAS '22 PROMO MODEL

RPR 30114..... \$6.99

DARK DWARF CLEAVER

RPR 30081..... \$6.99



DARK DWARF IRONTONGUE PRIEST

RPR 30080..... \$6.99



DARK DWARF POUNDER

RPR 30078..... \$6.99



DARK DWARF SMITER

RPR 30079..... \$6.99

DARK DWARF STRIKER

RPR 30082..... \$6.99



ELF RANGER

RPR 30104..... \$6.99



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RPR 07026..... \$6.99



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RPR 07030..... \$6.99



FAUN

RPR 44165..... \$4.99



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RPR 44162..... \$8.99



LEUCROTTA

RPR 44163..... \$4.99

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RPR 07014..... \$9.99



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RPR 44164..... \$4.99



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GAMES

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STRATEGY

POWER RANGERS DECK-BUILDING GAME FLYING HIGHER EXPANSION

- Play as Andros and his team of Space Rangers as they join the roster of heroes.
- Astronema and the lieutenants of Darkonda make their appearance as playable villains!
- New ways to play and win the game using the Dark Specter and Zordon objective cards!

RGS02455

\$30

NOW AVAILABLE!



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STRATEGY

G.I. JOE DECK-BUILDING GAME COLD SNAP EXPANSION

- New "Towable" cards feature artillery and armaments from the G.I. Joe arsenal!
- Snow Terrain and Vehicles present new challenges for the Joes to overcome!
- Two new story missions, featuring the Weather Dominator and the Dreadnoks!

RGS02419

\$30

NOW AVAILABLE!



STRATEGY

TRANSFORMERS DECK-BUILDING GAME DAWN OF THE DINO BOTS EXPANSION

- Grimlock and the Dinobots have arrived to deliver a prehistoric punch!
- Featuring Devastator, on a giant-sized card, as the first playable Combiner!
- New player cards for even more variety!

RGS02458

\$30

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NOW AVAILABLE!



STRATEGY

MY LITTLE PONY ADVENTURES IN EQUESTRIA DECK-BUILDING GAME TRUE TALENTS EXPANSION

- New Discover mechanic encourages themed deck-building!
- Play as Apple Bloom, Scootaloo, Sweetie Belle, and Zecora!
- New player cards, hurdles, and challenges to enhance your game!

RGS02453

\$30

14+

2-4

NOW AVAILABLE!



STRATEGY

THE HUNGER HIGH STAKES EXPANSION

- New Threats bring new strategies and excitement to the game.
- Events create unique hunt nights and spawn the threats.
- Powers that fight new dangers like Vampire Hunters and Werewolves, and even other Vampires.
- High Stakes is an expansion for The Hunger. Base game required.

RGS02472

\$30

14+

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MINIATURES

GI. JOE
MISSION CRITICAL

- Cooperative miniatures board game for 1-5 players
- Take on the role of G.I. JOE operatives
- Fight Cobra Commander and his minions all over the world
- More than 30 miniatures!

RGS02432

\$120

NOW AVAILABLE!



STRATEGY

POWER RANGERS
ZORDON DICE TOWER & GM SCREEN

- Thematic and functional set dressing for your Power Rangers game
- Compatible with Power Rangers: Heroes of the Grid
- Compatible with the Power Rangers Roleplaying Game, including handy Command Center GM screen

RGS02322

\$70

NOW AVAILABLE!



ROLEPLAYING

GI. JOE
ROLEPLAYING GAME OPERATION COLD IRON ADVENTURE BOOK

A four-part adventure for characters level 2-6. This world trotting adventure takes your squad from the fiery deserts of Addis Ababa to the frozen plateaus of Siberia. Get behind the wheel of classic G.I. JOE vehicles like the Polar Battle Bear and the Snow Cat, facing off against iconic Cobra tech like the H.I.S.S. Tank and S.N.A.K.E. Armor.

RGS08439

\$45



NOW AVAILABLE!



ROLEPLAYING

POWER RANGERS
ROLEPLAYING GAME ADVENTURES IN ANGEL GROVE ADVENTURE BOOK

Rita Repulsa's forces are attacking Angel Grove, as always, but this time something's REALLY gone haywire! In this four part adventure, your team of Power Rangers will solve a mystery that leads to places on which no human has set foot on...yet!

RGS09620

\$45



NOW AVAILABLE!



ROLEPLAYING

TRANSFORMERS
ROLEPLAYING GAME BEACON OF HOPE ADVENTURE & GM SCREEN

- 32 page booklet featuring "A Beacon of Hope" adventure for low level players
- Original Transformers artwork for the outer GM Screen panels
- Reference tables and key rules to streamline gameplay

RGS09621

\$28



NOW AVAILABLE!





RESONYM GAMES

SPOTLIGHT ON



GLITCH SQUAD

The forensic scientists of the Glitch Squad have each been assigned a crime scene to analyze. Unfortunately, the office cat — Glitch — has accidentally changed the password to all of the evidence lockers. Each round, you write 3 clues to help one of your teammates guess a piece of evidence related to the crime: location, weapon, occupation, or hobby. Unfortunately, Glitch the cat messes up these clues.

Acting as the meddlesome cat, your opponent gets to erase one of the clues, and write in a "Glitched" clue to stump your ally. Can you guess the evidence from the clues, knowing one of them is glitched? Scheduled to ship in February 2023.

RES GLSQ01\$24.95

RIGHT WRONG GAME CO.

I'M RIGHT YOU'RE WRONG NSFW EDITION

This NSFW version plays the same as *I'm Right You're Wrong Classic*, except some jerk came along and swapped all the artwork for hilariously despicable cartoons and words that should not be shown to grandma. The NSFW edition can be played with 2-5 players, or combined with the *Classic* edition for up to 9 players.

RCG IRYWNS\$20.00



RIO GRANDE GAMES

SPOTLIGHT ON



CHICKEN CHA CHA CHA

There is chaos in the chicken yard! Today's practice for the chicken cha cha olympics is feather stealing. Each chicken cha cha has to catch each of their opponents without being caught themselves. Their reward for catching another chicken is tail feathers. The first chicken to have all tail feathers is the winner!

RGG 227\$44.95

RIVER HORSE

DRAGONBOND: GREAT WYRMS OF DRAKHA RPG (5E) - DRAGONS OF THE RED MOON

Scheduled to ship in December 2022.

AUREUS

DAO 23101\$59.99

DICE SET

DAO 39001\$19.99

BAASTHEROX

DAO 23105\$59.99

KUXCOATL

DAO 23102\$59.99

ROOKIE MAGE GAMES



OH NUTZ!

Each player takes turns rolling the die and drawing cards into their hand. Cards have values for how many nutz they are worth. Try to get as many nutz from your hand into your stash as you can. Or use them for special advantages such as spying, stealing, or making others drop their nutz. Scheduled to ship in December 2022.

RMG ONZ10\$24.99

SARATOGA TOY & GAME CO.

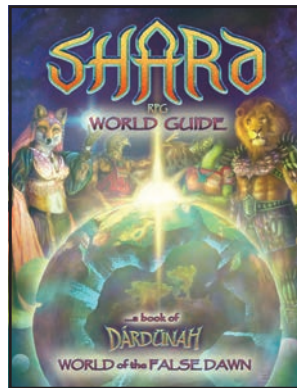
ZOO KING

Experience the nostalgia of visiting the zoo and the adventure of building your own. In this strategic family card game, players take turns building their own zoos by drafting from a diverse array of animal, staff, and facility cards. Players must manage the ups and downs of zoo ownership and collect the best sets of animals in order to win the most awards for their zoo. The player that wins the required number of awards first,—like Most Prestigious Zoo, Most Diverse, Big Cat King, and many more—is the victor.

STG ZK1\$21.99



SHARD STUDIOS



SHARD RPG: WORLD GUIDE

Beyond Dárdunah's edge there lay obscuring mists and veils. But within this book the light of the two suns shines clearly upon the width and breadth of the known world. From the western coasts of Rákbar, to the mysterious island of Klinráh, the many countries and cultures of Dárdunah are laid out in rich detail and with vibrant illustrations. Additionally, this 452-page tome is packed with details about commerce, politics, religion, and even the medical arts. We also include an expanded bestiary and creature creation system, a listing of native flora, special crystals, a host of NPCs, and so much more! Scheduled to ship in December 2022.

SSD 10110\$49.99

STEVE JACKSON GAMES



7 DEADLY SINS DIE

Scheduled to ship in February 2023.

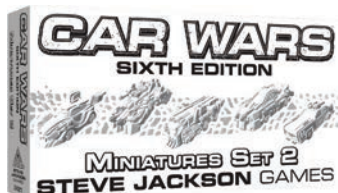
SJG 5900-03\$7.95



CAR WARS: MINIATURES SET 1

Includes five new minis: Scimitar, Joseph Special, Pillbug, Hades, and Hydra. Miniatures are pre-assembled and unpainted. 148 new game cards. Includes four colored bases (red, yellow, blue, and green).

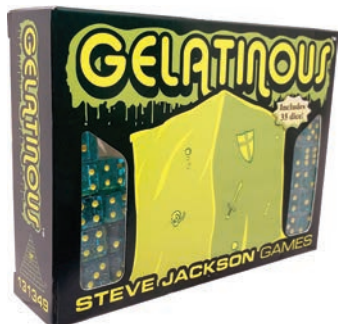
SJG 2420\$59.95



CAR WARS: MINIATURES SET 2

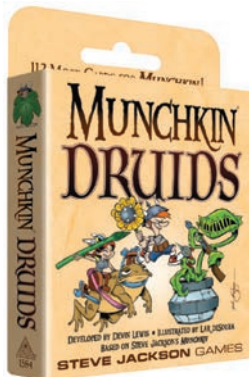
Includes five new minis: Spark, Pure Energy, Redline, Sledge, and Apollo. Miniatures are pre-assembled and unpainted. 148 new game cards. Four colored bases (red, yellow, blue, and green).

SJG 2421\$59.95



GELATINOUS

In *Gelatinous*, players start out as a wandering slime, using sparkling green dice to grow into a cube. But watch out, the other slimes are growing too! The first to grow into a cube wins – and the rest are lunch. Scheduled to ship in February 2023. SJG 131349.....\$16.95



MUNCHKIN: DRUIDS EXPANSION

Munchkin Druids adds 112 cards to the game... the new Druid class, and more nature-related monsters and weapons than you can shake a holy stick at. Watch out for the bloodthirsty Night Shade and wear, but don't eat, the Death Cap! Scheduled to ship in February 2023.

SJG 1584.....\$19.95



PIRATE D6 DICE SET

Scheduled to ship in February 2023.

SJG 5900-04.....\$9.95

STUDIO 9 GAMES

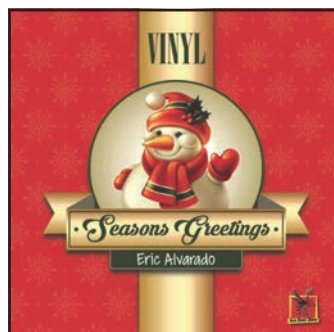


DUNGEON CRAWL CLASSICS: CATHEDRAL OF THE UNDYING

This 20-page printed level 5 adventure is created for *Dungeon Crawl Classics* with a strong old-school roleplaying focus. It can be easily adapted to any RPG system. This supplement is compatible with the *Dungeon Crawl Classics Role Playing Game*. Among other elements, what makes *Cathedral of the Undying* stand out as a unique adventure is that PCs will not initially die when killed. A strange necrotic curse brings them back to life, but also a step closer towards becoming a mindless undead! PCs imagining this is a form of invulnerability may soon discover they have permanently joined the creatures of the night. Scheduled to ship in March 2023.

S9G 10024.....\$9.99

TALON STRIKES STUDIOS



VINYL: SEASONS GREETINGS

In *Vinyl: Seasons Greetings*, players will work towards building Christmas trees out of albums. Each album features a sub-genre (Classical, Traditional, and Contemporary), one of four decades (the 40s, 50s, 60s, 70s), one of five spirits (Joy, Love, Peace, Hope, and Faith). These album trees are being built by the players to your left and right in the true holiday spirit. Some of the points you gain are entirely in your control with the matches you make with previously played albums. Other points come from the combined efforts of you and the players to your left and right. Scheduled to ship in December 2022.

TSS 138\$30.00

Craft Dazzling Plumets to Win!
Play feathers into plumets in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!

Game play
30-50
minutes

Ages
8+

2-6
players

Calliope
Games

www.CalliopeGames.com



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TINKERHOUSE GAMES

TINKERTURF

Scheduled to ship in December 2022.



CARGO CONTAINERS SERIES 2
GTG TT-CON-SR2.....\$22.00



CARGO CONTAINERS SERIES 4
GTG TT-CON-SR4.....\$22.00



CARGO CONTAINERS SERIES 5
GTG TT-CON-SR5.....\$22.00



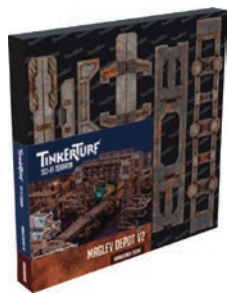
COLOR CRATES SERIES 1
GTG TT-CRA-SR1.....\$16.50



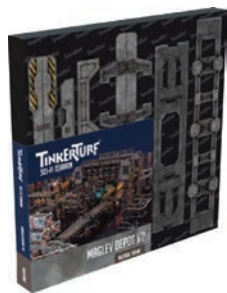
GUARD TOWER ADD-ON - ABANDONED THEME
GTG TT-GTA-ABN.....\$22.00



GUARD TOWER ADD-ON - NEUTRAL THEME
GTG TT-GTA-NEU.....\$22.00



MAGLEV DEPOT V2 - ABANDONED THEME
GTG TT-MD2-ABN.....\$66.00



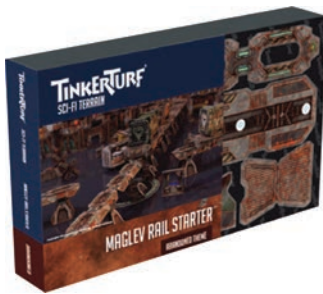
MAGLEV DEPOT V2 - NEUTRAL THEME
GTG TT-MD2-NEU.....\$66.00



MAGLEV RAIL ADD-ON - ABANDONED THEME
GTG TT-MLA-ABN.....\$33.00



MAGLEV RAIL ADD-ON - NEUTRAL THEME
GTG TT-MLA-NEU.....\$33.00



MAGLEV RAIL STARTER - ABANDONED THEME
GTG TT-MLS-ABN.....\$71.50



MAGLEV RAIL STARTER - NEUTRAL THEME
GTG TT-MLS-NEU.....\$71.50



PERIMETER GATE - ABANDONED THEME
GTG TT-PMG-ABN.....\$44.00



PERIMETER GATE - NEUTRAL THEME
GTG TT-PMG-NEU.....\$44.00



PERIMETER WALL - ABANDONED THEME
GTG TT-PMW-ABN.....\$44.00



PERIMETER WALL - NEUTRAL THEME
GTG TT-PMW-NEU.....\$44.00



SATCOMM INSTALLATION - ABANDONED THEME
GTG TT-SAT-ABN.....\$71.50



SATCOMM INSTALLATION - NEUTRAL THEME
GTG TT-SAT-NEU.....\$71.50



TANKER & CRATE CONTAINERS - ABANDONED THEME
GTG TT-TCC-ABN.....\$33.00



TANKER & CRATE CONTAINERS - NEUTRAL THEME
GTG TT-TCC-NEU.....\$33.00

TOMPET GAMES



HALLS OF HEGRA

Halls of Hegra is a solo only game in the same vein as *Robinson Crusoe*, This war of mine and Dead of winter. The mechanics are worker placement, bag building, and area control/ tower defense. You play as the commander of the Norwegian forces during the three stages of the game. You have to endure constant bombing and infantry attack while keeping the morale up amongst your men. Will you survive? TGP 003.....\$55.00

TRICK OR TREAT STUDIOS



LUKE GYGAX'S WORLD OF OKKORIM: THE EYE OF CHENTOUFI (5E)

5E Adventure module for 4-6 players of 6th to 8th level. "OS1" Explore the World of Okkorim in this Tournament Style module! Scheduled to ship in December 2022. TOT ECR01.....\$19.95



LUKE GYGAX'S WORLD OF OKKORIM: THE HEART OF CHENTOUFI (5E)

5E Adventure module for 4-6 players of 7th to 9th level. "OS2" Explore the World of Okkorim in this Tournament Style module! Scheduled to ship in December 2022. TOT HCR01.....\$19.95

ULTRA PRO INTERNATIONAL



BLACK BOX DECK BOX

The stackable, waterproof-watertight Black Box Deck Box card storage container features easy open and close sealed latches in a Pelican-style texture. Made with 20% Fiberglass to provide a significant increase in tensile and impact strength. Moisture-proof and pressure-proof. Sized for standard size trading cards. Scheduled to ship in March 2023. UPI 16100.....PI

JUMBO D20 NOVELTY DICE PLUSH

Scheduled to ship in December 2022.



HOT PINK

UPI 16091.....PI



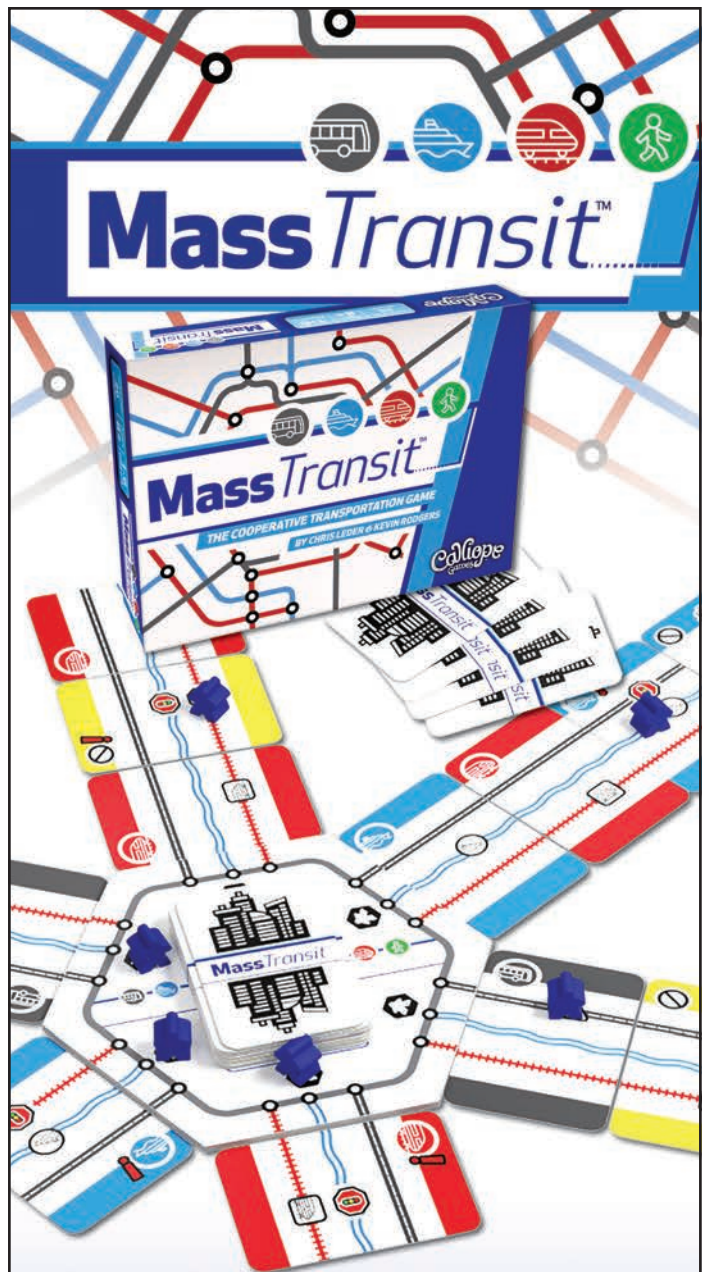
RAINBOW

UPI 16139.....PI



D20 PLUSH DICE BAG - RAINBOW

Scheduled to ship in June 2023. UPI 16138.....PI



Work Together With Others - Or Play Solo!

Cleverly construct routes and move vehicles - while avoiding traffic and red tape - to send six commuters home before time runs out!



www.CalliopeGames.com

Game play
20
minutes

Ages
8+

1-6
players

GAMES

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DUNGEONS & DRAGONS RPG: WATERDEEP COINS

Scheduled to ship in August 2023.
UPI 18995..... PI



MAGIC THE GATHERING CCG: DOMINARIA REMASTERED

MAGIC THE GATHERING CCG: DOMINARIA REMASTERED

Scheduled to ship in January 2023.

BLACK STITCHED PLAYMAT - V1

UPI 19729..... PI

BLACK STITCHED PLAYMAT - V2

UPI 19730..... PI

BLACK STITCHED PLAYMAT - V3

UPI 19731..... PI

BLACK STITCHED PLAYMAT - V4

UPI 19732..... PI

BLACK STITCHED PLAYMAT - V5

UPI 19733..... PI

HOLOFOIL PLAYMAT

UPI 19879..... PI

THE LORD OF THE RINGS TALES OF MIDDLE-EARTH

MAGIC THE GATHERING CCG: THE LORD OF THE RINGS: TALES OF MIDDLE-EARTH

Scheduled to ship in August 2023.

4-POCKET PRO-BINDER FEATURING:

LEGOLAS & GIMLI

UPI 19830..... PI

6FT TABLE PLAYMAT FEATURING:

THE FELLOWSHIP

UPI 19836..... PI

8FT TABLE PLAYMAT FEATURING:

FRODO AND SAURON

UPI 19837..... PI

9-POCKET PRO-BINDER FEATURING:

FRODO & GOLLUM

UPI 19831..... PI

12-POCKET PRO-BINDER FEATURING:

FRODO

UPI 19832..... PI

100+ DECK BOX 1 - FEATURING: ARAGORN

UPI 19826..... PI

100+ DECK BOX 2 - FEATURING: GANDALF

UPI 19827..... PI

100+ DECK BOX 3 - FEATURING: SAURON

UPI 19828..... PI

100+ DECK BOX A - FEATURING: FRODO

UPI 19822..... PI

100+ DECK BOX B - FEATURING: EOWYN

UPI 19823..... PI

100+ DECK BOX C - FEATURING: GALADRIEL

UPI 19824..... PI

100+ DECK BOX D -

FEATURING: SAURON

UPI 19825..... PI

100CT DECK PROTECTOR SLEEVES 1 -

FEATURING: ARAGORN

UPI 19818..... PI

100CT DECK PROTECTOR SLEEVES 2 -

FEATURING: GANDALF

UPI 19819..... PI

100CT DECK PROTECTOR SLEEVES 3 -

FEATURING: SAURON

UPI 19820..... PI

100CT DECK PROTECTOR SLEEVES A -

FEATURING: FRODO

UPI 19814..... PI

100CT DECK PROTECTOR SLEEVES B -

FEATURING: EOWYN

UPI 19815..... PI

100CT DECK PROTECTOR SLEEVES C -

FEATURING: GALADRIEL

UPI 19816..... PI

100CT DECK PROTECTOR SLEEVES D -

FEATURING: SAURON

UPI 19817..... PI

100CT DECK PROTECTOR SLEEVES Z -

FEATURING: FRODO

UPI 19821..... PI

ALCOVE FLIP DECK BOX Z - FEATURING:

FRODO

UPI 19829..... PI

BLACK STITCHED PLAYMAT FEATURING:

BORDERLESS SCENE

UPI 19852..... PI

HOLOFOIL PLAYMAT Z - FEATURING: FRODO

UPI 19853..... PI

PLAYMAT 1 - FEATURING: ARAGORN

UPI 19842..... PI

PLAYMAT 2 - FEATURING: GANDALF

UPI 19843..... PI

PLAYMAT 3 - FEATURING: SAURON

UPI 19844..... PI

PLAYMAT 4 - FEATURING: MOUNT DOOM

UPI 19845..... PI

PLAYMAT 5 - FEATURING: THE BALROG

UPI 19846..... PI

PLAYMAT 6 - FEATURING: TREEBEARD

UPI 19847..... PI

PLAYMAT 7 - FEATURING: ARWEN

UPI 19848..... PI

PLAYMAT 8 - FEATURING: SHELOB

UPI 19849..... PI

PLAYMAT 9 - FEATURING: SMEAGOL

UPI 19850..... PI

PLAYMAT 10 - FEATURING: TOM BOMBADIL

UPI 19851..... PI

PLAYMAT A - FEATURING: FRODO

UPI 19838..... PI

PLAYMAT B - FEATURING: EOWYN

UPI 19839..... PI

PLAYMAT C - FEATURING: GALADRIEL

UPI 19840..... PI

PLAYMAT D - FEATURING: SAURON

UPI 19841..... PI

SPIRAL LIFE PAD FEATURING: FRODO

UPI 19833..... PI

TOKEN DIVIDERS WITH DECK BOX

UPI 19835..... PI

WALL SCROLL FEATURING: FRODO

UPI 19834..... PI



TRADING CARD GAME

POKÉMON TCG: SWORD AND SHIELD 12.5

Scheduled to ship in January 2023.

4-POCKET PORTFOLIO

UPI 16063..... PI

9-POCKET PORTFOLIO

UPI 16064..... PI

UPPER DECK



2PCG

VS SYSTEM 2PCG: MARVEL - FRACTURED FAMILIES (1 OF 3)

The *Fractured Family* is the first Issue of the *Comic Power Story Arc*. This 55-card set includes *Fantastic Four* heroes from across the Marvel Universe. The *First Family* faces challenges to the balance of power in outer space and threats to reality as we know it! Scheduled to ship in January 2023.

UDC 99578..... PI

VS SYSTEM 2PCG: MARVEL - FRIGHTFUL FOES (2 OF 3)

The *Frightful Foes* is the second Issue of the *Comic Power Story Arc*. This 55-card set includes feared Super Villains from the *Frightful Foes*. This issue will dive deeper into the darker chapters of the *Fantastic Four's* history and the people they once called friends who became the *Frightful Foes*. Scheduled to ship in January 2023.

UDC 99580..... PI

VS SYSTEM 2PCG: MARVEL - FUTURE FOUNDATION (3 OF 3)

In this final 55-card installment to the *Comic Power Story Arc*, the young geniuses of the *Future Foundation* give your deck the scientific breakthroughs it needs to take on even the toughest opponents. Scheduled to ship in February 2023.

UDC 99582..... PI

VAN RYDER GAMES



FINAL GIRL: GAME MAT BUNDLE

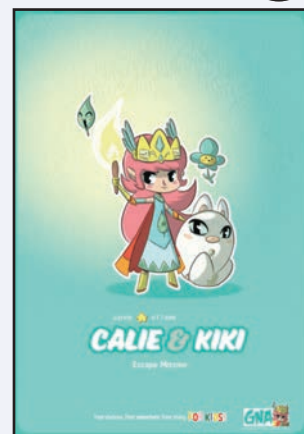
Scheduled to ship in November 2022.

VRG FGGM01..... \$29.99

GRAPHIC NOVEL ADVENTURES JR

Scheduled to ship in December 2022.

SPOTLIGHT ON

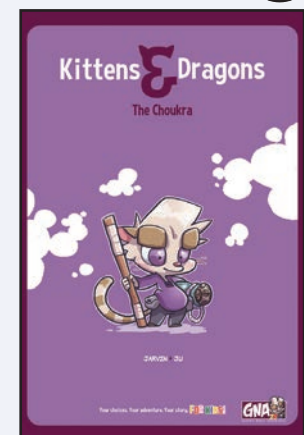


CALIE AND KIKI

In *Calie and Kiki* new readers will follow along and help in a fresh take on the traditional Princess captured in a tower fable. Spirited Calie will meet the readers as she has decided herself to not wait on rescue and will enlist the help of the readers and her beloved pet cat Kiki to effect her escape! What follows are puzzles and encounters as Calie finds various power items to help traverse the environment and solve puzzles to escape! With many paths to take, items to find, puzzles to clear and foes to face, interactivity for the readers and older readers assisting them and the replay value is high!

VRG GNAJR002..... \$15.99

SPOTLIGHT ON



KITTENS AND DRAGONS

In *Kittens and Dragons* young readers will assist Mo, the King's youngest kitten as he hunts for a dragon named Choukra and proves his bravery! Sneak through the woods, into dark caves, past the King's guard while solving puzzles as you go in search of adventure and the Choukra along with Mo! Help Mo to overcome his fears as he learns the truth about the dreaded Choukra, proving to everyone just how brave he is.

VRG GNAJR001..... \$15.99

SPOTLIGHT ON



MR. WINGLETTER

In *Mr. Wingletter* new readers will become the title character, a young stork letter carrier who lives with his family in a peaceful village in France called Le Cormier. He loves his job, which allows him to chat with the villagers, walk along the beautiful countryside and help his friends. Mr. Wingletter is cheerful, caring and goes out each day with an open heart to meet new people. The book has numerous puzzles, places to go, packages to deliver and friends to meet. It presents this in colorful illustrations and gives plenty of tools to keep notes and make many different choices each time through the book. All of this will help lead young readers and those that help them, through their choices and go on amazing adventures time after time!

VRG GNAJR003\$15.99

W.R.K.S. GAMES

JORDENHEIM: THE CURSE OF THE OORLOG

The *Curse of the Oorlog*. The first premium adventure module in the *Jordenheim* RPG Universe, this adventure for character levels 3-5. Scheduled to ship in December 2022.

WRK S1100\$29.99



WAYFINDER GAMES



BLASEBALL: WILD CARDS

Based on the Internet sensation developed by The Game Band, *Blaseball: Wild Cards* is the official spin-off card game of the absurdist sports horror simulation, designed by Rain Watt and Michael Fox. It sees two players face off against each other in a pitch battle for Blaseball glory. One coach takes control of some of the finest players in the game, the Auric All-Stars – heavy hitters, fan favourites, almost unbeatable. On the other side stand the Canis Underdogs, a motley crew of heels and reprobates who will do anything to win.... but who will claim victory?

WAY BALL001\$30.00

WIZKIDS/NECA

DUNGEONS & DRAGONS: PHUNNY PLUSHES

BY KIDROBOT

Scheduled to ship in March 2022.

EYE MONGER

Though at a quick glance it might only appear to be a space rock drifting in the Astral Plane, the *Eye Monger* recognizes when adventurers are nearby, opening its eye and an even larger gaping maw! Straight from the pages of *Dungeons & Dragons Spelljammer: Adventures in Space*, this *Phunny* plush has all the best qualities of both the pet rock of your dreams, or nightmares, and an ideal squeezable, stuffed companion.

WZK 68332PI



STARFINDER



STARFINDER TO DEFEAT THE DRAGON

As a planet rebels against the dragon's tyranny, a group of heroes seek legendary technology from the ancient past—four one-of-a-kind mechs!

PZ07605 MSRP \$24.99



STARFINDER FLIP-MAT: METROPLIS

This map features a modern city center on one side and a wide-open traffic circle around a modern sculpture garden on the other.

PZ07334 MSRP \$16.99



STARFINDER INTERSTELLAR SPECIES

Bring an array of aliens—both weird and familiar—to your science fantasy adventures with *Interstellar Species*, the newest rulebook for *Starfinder*!

PZ07120 MSRP \$44.99



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GIANT SPACE HAMSTER

This product is the result of a superpowered team-up between WizKids, experts in D&D collectibles, and Kidrobot, premier creators of huggable plush. From the lore of *Dungeons & Dragons Spelljammer: Adventures in Space* comes the *Giant Space Hamster*! This creature, usually the size of a brown bear, now comes to you the size of a teddy bear! Though Giant Space Hamsters usually go about their lives independently, they also make great mounts and pets and can form a bond with their owners.

WZK 68333 PI



SPACE SWINE

This product is the result of a superpowered team-up between WizKids, experts in D&D collectibles, and Kidrobot, premier creators of huggable plush. "When can I get my hands on adorable plush figures from the lore of *Dungeons & Dragons Spelljammer: Adventures in Space*?" you ask? Our answer: when pigs fly! ...and that's now! These loveable winged boars are bred by Dohwars, a race of sentient space penguins native to the Astral Plane. Whether they are trained to be companions, mounts, or battle creatures like this *Phunny* plush, they are sure to bring your day extra joy!

WZK 68334 PI



EARTH GENASI FIGHTER

WZK 90402 \$8.99



ORC FIGHTER FEMALE

WZK 90405 \$4.99



HALF-ELF WARLOCK

WZK 90410 \$4.99



PERYTONS

WZK 90419 \$4.99



HALFLING ROGUE FEMALE

WZK 90403 \$4.99



PIERCERS

WZK 90420 \$4.99



DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: ADULT COPPER DRAGON

Scheduled to ship in March 2023.

WZK 90602 \$89.99

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: W20

Scheduled to ship in March 2023.



AASIMAR CLERIC FEMALE

WZK 90409 \$8.99



DEATH KNIGHTS

WZK 90423 \$4.99



HALFLING WIZARDS

WZK 90413 \$4.99



PIXIES

WZK 90436 \$4.99



LOCATHAH & SEAL

WZK 90418 \$4.99



AASIMAR CLERIC MALE

WZK 90408 \$8.99



DRACONIAN DREADNOUGHT

WZK 90610 \$14.99



MERFOLK

WZK 90414 \$8.99



SAHUAGIN BARON

WZK 90611 \$8.99



SEA ELF FIGHTERS

WZK 90613.....\$4.99



SHIFTER FIGHTER

WZK 90407.....\$4.99



WATER WEIRD

WZK 90612.....\$8.99

SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS ADULT COPPER DRAGON

The D&D Icons of the Realms: Adult Copper Dragon is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints. This Copper dragon will make for a great foe or ally for any adventure! Copper dragons are incorrigible pranksters, joke tellers, and riddlers that live in hills and rocky uplands. Despite their gregarious and even-tempered natures, they possess a covetous, miserly streak, and can become dangerous when their hoards are threatened. Will this Copper Dragon be an incorrigible prankster or a covetous miser? With this miniature in hand, the choice is yours. Order this amazing miniature today! Images not final. Scheduled to ship in March 2023.



WZK 96250.....\$99.99

SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS MINIATURES SET 26 SAND & STONE WYVERN BOXED MINIATURE

This huge boxed miniature features a terrifying Wyvern that is sure to inspire dread amongst your players. Travelers in the wild sometimes look to the skies to see the dark-winged shape of a wyvern carrying its prey. These cousins to the great dragons hunt the same tangled forests and caverns as their kin. Their appearance sends ripples of alarm through the borderlands of civilization. This Wyvern tabletop foe is sure to be a unique addition to any miniature collection. Scheduled to ship in May 2023.

WZK 96236.....\$89.99



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SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 25 DRAGONLANCE LORD SOTH ON GREATER DEATH DRAGON

Enhance your *Dragonlance: Shadow of the Dragon Queen* campaign with this *Lord Soth on Greater Death Dragon* miniature! This Huge figure features a removable rider that allows *Dungeons Masters* to easily and quickly change up an encounter with *Lord Soth* and his *Greater Death Dragon* mount. Both the rider and the dragon make for great foes to any adventuring party or fantastic pieces to add to your collection. Scheduled to ship in April 2023.

WZK 96224\$119.99

SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 25 DRAGONLANCE RED RUIN & RED DRAGONNEL

D&D Icons of the Realms: Dragonlance: Shadow of the Dragon Queen features many exciting foes & allies from the world of Krynn. Enhance your campaign with this *Red Dragonnel* and rider! This huge boxed miniature! Features a *Red Dragonnel* with removable rider that provides excellent game play flexibility. Intrepid heroes may encounter a freestanding *Red Ruin*, a horrifying *Red Dragonnel*, or *Red Ruin* perched atop her *Red Dragonnel* mount. Both the rider and the dragon make for thrilling tabletop foes and unique additions to miniature collections. Scheduled to ship in April 2023.

WZK 96227\$89.99

SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 26 SAND & STONE BOOSTER BRICK (8)

The 26th set in our *Icons of the Realms* line of pre-painted *Dungeons & Dragons* miniatures. Collect all 45 figures from *Sand & Stone*, the newest set of randomly sorted monsters and characters in our exciting line of *D&D* miniatures. Scheduled to ship in May 2022.

WZK 96234\$159.92

SPOTLIGHT ON



MARVEL: AGE OF HEROES

Marvel: Age of Heroes is an epic strategy game in which each player commands a duo of X-Men who are dispatched to defeat villains and complete objectives. Your team will collect resources and power-ups before embarking on dangerous missions in one of the three uniquely challenging scenarios included in the game. The most effective team will manage their skills, train their mutants, and outpace the competition in the Institute and Mission Phase. Scheduled to ship in March 2023.

WZK 87560\$74.99



REBUILDING SEATTLE

In *Rebuilding Seattle*, you're responsible for managing the zoning and expansion of a major neighborhood! Each round your population grows, and you can either build a new building, expand into a new suburb, activate an event, or build a landmark, before earning profit based on your neighborhood's commerce. You'll buy building types from a shared market, looking to find shapes that fit your grid, and types that fit your strategy. Triggering citywide events can change the tide of the game, offering points, money, and expansions for the players ready for it. You can even enact laws to give yourself the advantage! At the end of the game, whoever's neighborhood has earned the most points for the winner! Scheduled to ship in January 2023.

WZK 87565\$49.99



WIZKIDS DEEP CUTS UNPAINTED MINIATURES: W20 HUMAN ROGUE

Scheduled to ship in March 2023.

WZK 90615\$4.99

WONDERBOW GAMES



HUNTERS OF THE LOST CREATURES

Hunters of the Lost Creatures is a fast-paced set collection card game that players can win against their buddies or lose against their 5 year old kid. But winning or losing only depends on their decisions – not on dice or luck of the draw. It is an ultimate battle between strategy and haphazardness. Players need to keep an eye on the interests of their competitors and beware of Trolls, Thieves and Turnados. Scheduled to ship in May 2023.

WBG HLCGMEN02\$25.00

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O/A GO: GLASS JUNG STONE IN PLASTIC BOWLS (320 CT) 7MM

WWI 22807K\$34.99



O/A SENET: WOOD SENET WITH PLAYING STICKS AND DIE

WWI 21241\$44.99



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Don those caps and be your very merriest — because Holiday Season means there will be more **gift shoppers** coming into the store. WGBs (Wandering Gift Buyers) will be wending their way through your aisles, with their eyes boggled as they realize just how many games there are — and that finding that perfect new game for their loved one is maybe not as easy as they thought coming in. Luckily, they have you — the knowledgeable staff of their friendly local game store. Perhaps more than any other time of the year, hand-selling games and matching up a great title with the right shopper is the key to success. If you're lucky, their description of the recipient or (joy of joys) an idea of what games they already have and enjoy can help guide you. To that end, let this list help guide you and your staff on these great games — and who will love them most.

THE SPILL



Just released this September, *The SPILL* (SND 1008, \$49.99) has been compared to *Pandemic* and *Flash Point Fire Rescue* in delivering tense co-op challenges, though perhaps a bit simpler and more approachable from a rules complexity point of view. It is a visually intuitive game, as are its mechanics. The danger of the unrelenting oil dice cascading down the impressive four-way dice tower every turn is ever present and the drama of the game is high until the last drop of the dice. As a reverse tower defense game, it may also put people in mind of *Castle Panic*, along with its ability to engage families as well as strategy gamers. The dice drops, while making for good drama, may not delight players who prefer more perfect information and control — but if they are looking for a gripping, edge of your seat challenge they can share with gamers of any level, *The SPILL* is an excellent choice.

THE NIGHT CAGE

Looking for something creepy/cool? *The Night Cage* (SND 1007, \$44.99), a tile-laying game where your flickering candlelight both



creates and destroys the world around you as you move, is not to be missed. A cooperative game for 1 to 5 players, this game is unmatched in creating an atmosphere of dread and menace at the table, playing off our subconscious fear of the dark. It has a specially composed 50 minute soundtrack linked in the rulebook for an added spook factor and players often switch off the lights to play by candlelight. It's THAT kinda game. It will appeal to those who enjoy games like *Final Girl*, *Betrayal at the House on the Hill*, *Mysterium* or *Nyctophobia*.

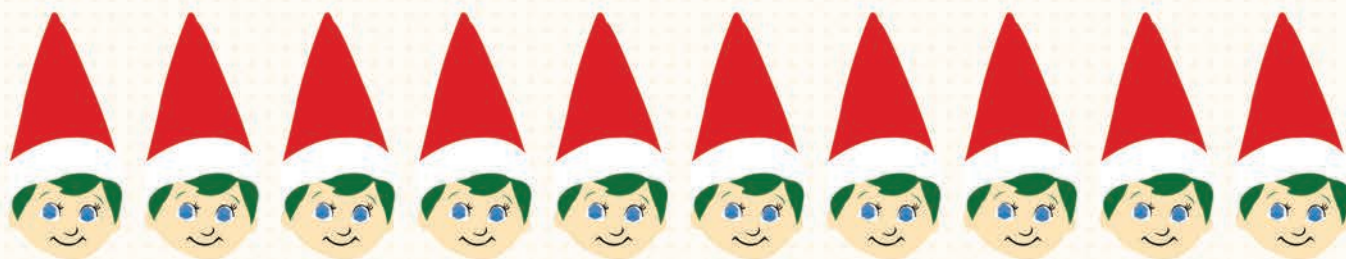


The Night Cage also has an interactive tutorial through DIZED. This digital app ([Dized.com](https://dized.com)) walks players through the game AS THEY PLAY, as if a live demo person was in the room, which makes it easy to learn and may create more confidence for a Holiday buyer. Over 30k sold in year 1 and going strong.

BOOP



On the lighter side, there's *boop* (SND 1009, \$34.99). The most recent title from Smirk and Dagger Games is about kittens jumping on a bed and bouncing other cats out of it. (I KNOW, right?) The game features a quilted cloth game board that sits atop of the back of the box to form



the bed and 32 cute wood kitten playing pieces. It is flat out adorable. Yet, this is not a “kid’s” game (though they will enjoy it too). Boop will challenge the most hardcore abstract strategy game players with its deceptively simple mechanics and deep strategic underpinnings. Computer learning has not shown up a first player advantage or important gambit to ensure a win. Really? In this game about kittens?? Players are trying to line up cats, three in a row. But the challenge is that cats repel each other, making that very challenging to do. Kinda like herding cats. Obviously, this game will sell itself to cat lovers, families, and anyone drawn in by the cute, pudgy face on the box. As a two-player game, couples will love it. But the fact that is a deeply strategic game means that lovers of Chess, *Tak*, *SHOBU*, *Onitama*, *Santorini* or any other great abstract strategy game will love it too. Challenging and irresistible!

SHOBU



Speaking of great strategy games, *SHOBU* (SND 1005, \$34.99) remains one of the top 30 ranked abstract games of all time on **BGG.com**. The entire rules can be learned on the back of the box, and starts off as simply as checkers — but halfway through becomes a

brain-breaking dual akin to three-dimensional chess. *SHOBU* has the timeless feel of a centuries-old game. It is elegant in play and styling. Crafted of wood, rope and river rock, the game enhances the room and is often left out on the table, so it is an easy recommendation for lovers of classic living room games like *Pylos*, *Quarto*, *Quoridor* or *Abalone*.

FAMILY FUN STOCKING STUFFERS



Don’t ignore the power of the impulse buy or a quick upsell to include “a little something for the stocking.” At just \$15 or \$20, your store has any number of great titles. Move a few to the counter and suggest an added purchase of a family fun title. Consider Holiday favorite, *ROLL for your Life Candyman!* (SND 0033, \$19.99) which provides speed-dice rolling mayhem, candy cane grabbing thrills and cookie-crumbling arena combat for all ages. Play with real gingerbread for added fun! Or *The Deadlies* (SND 0070, \$14.99), which

can be easily described as Uno with a much bigger mean streak. Get rid of all your cards as soon as you can, while they do their damndest to load you back up. Treacherous and fun. Or choose any of the other titles from your small games shelf — but suggest that fun little extra and you will move them!



Wishing a joyous, fun-filled season of gaming to all.

...

Curt Covert is the owner of Smirk & Dagger Games. After 19 years, we’ve just recently become an overnight success. See our catalog insert for more games and sneak peeks for 2023!

IMPOSSIBLE LANDS

WIZKIDS

PATHFINDER BATTLES: IMPOSSIBLE LANDS - IMPOSSIBLE FOES BOXED SET

WZK 97538 \$79.99 | Available November 2022!

This November marked the official release of the highly anticipated *Pathfinder Lost Omens: Impossible Lands* adventure book. What better way to celebrate than with some high-quality, eye-catching figures to bring your adventures to life? WizKids is excited to announce the *Pathfinder Battles: Impossible Lands Box Sets*, a series of six pre-painted miniatures sets that feature a variety of characters and creatures from the adventure setting.

Each figure has special ties to Pathfinder lore, but they can also be used in any system to help tell your story with style. Let's take a closer look at these sets and how they may fit into your upcoming adventures!

ACCURSED CONSTRUCTS



A variety of magic-infused beings which include the Automaton Warrior, Calikang, Clockwork Mage, Clockwork Soldiers 1 & 2, Clockwork Spy, Fossil Golem, and Swordkeeper. These figures represent constructs created by ancient magics or modern technologies, mostly serving their masters as fierce guardians and protectors of somewhere or something of significant importance. Most uniquely might be the Automaton Warrior, which are highly intelligent constructs that house actual souls. They make a wonderful PC option that allows players to adventure outward across new lands while also adventuring inward as they explore their ancestral memories. You can use these figures to tell an enchanting story about the clash between magic, technology, creation, and destruction.

IMPOSSIBLE FOES



A variety of undead or terrifyingly powerful beings which include the Eunemvro, Nosferatu Malefactor, Phantom Knight, Skeletal Attendant, Skeletal Soldiers 1 & 2, Thrasfyr, and Ulgrem-Axaan. These figures represent the works of great necromancy and unfortunate souls. Ranging from simple skeleton servants, like the fan favorite Skeletal Attendant from the cover art of *Pathfinder: Book of the Dead*, or ancient and powerful creatures like the six-limbed, bull-horned, fire-breathing serpent-tailed Thrasfyr who serve the Eldest of the First World. Many of these figures have distinct motives and can serve either as friend or foe depending on your scenario. You can use these figures to tell a dramatic story of life, death, destiny, and doom.

HEROES AND VILLAINS



A selection of unique PC and NPC options which include the Ghoran Manipulator, Oread Guard, Shield Marshal, Student of Perfection, Suli Dune Dancer, Sylph Sneak, Vanara Disciple, and Vishkanya Infiltrator. These figures present a rich diversity of characters that highlight the history, cohesion, and discord found across Golarion. Ranging from plant people who started as a source of food but evolved into sentience, to geniekin who have peculiar ties to their heritage and to the Elemental Planes, you can use these figures to add a variety of meaning, purpose, connection, and conflict to your encounters.

MASTERS OF MAGIC



An exciting set of revered or notorious beings of great power which include Anong Aronak, Geb, Ifrit Pyrochemist, Japalisura, Manticore Paaridar, Nethys, God of Magic, Nex, and Rakshasa, Maharaja. These characters are found in tales of good and evil across the lands, depending whose side you're on. Be they rulers of cities or antagonists to the realms, they can inspire major plot points and can be used to tell a story of justice, deception, war, and peace.

ADULT UMBRAL DRAGON



Umbral Dragons have an unwholesome appetite for the necrotic flesh of the undead and may create undead creatures to feast upon if the pickings get slim. Filled with greed and an interest in traditions and heirlooms, they seek items that have been handed down through generations of those whose corpses and ghosts they've fed upon. You can use this premium figure in your story to add a dark, menacing, necromantic creature with a treasury of unique items of great significance.

MUKRADI

A giant, three-headed centipede that's been warped and twisted over the years living in the Mana Wastes. On top of its great size, speed, strength, and ability to focus on multiple targets at once, each of its three heads feature a fire, acid, or electric breath weapon that make the Mukradi a fearsome predator. You can use this premium figure for a seemingly impossible encounter for an epic adventure!

If you're looking to add some unique and compelling figures that tell a rich story steeped in lore, then the *Pathfinder Battles: Impossible Lands Box Sets* are a perfect fit!

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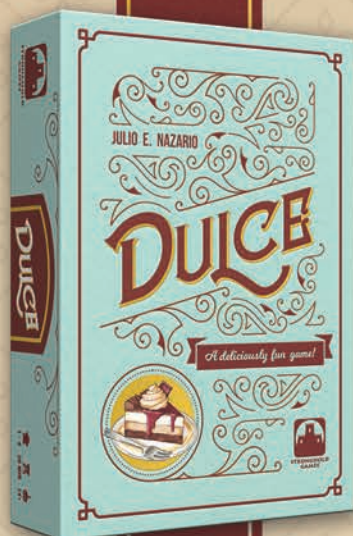
JULIO E. NAZARIO

1-4 30 MIN 14+

DULCE

A deliciously fun game!

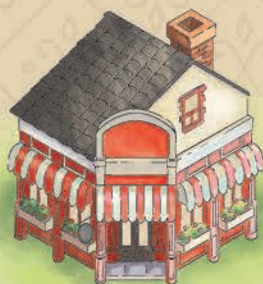
DULCE is a short and sweet engine-building game where no bean goes unnoticed. Each round, players simultaneously draw a card and decide to either plant fields, harvest crops or build cafes.



**PLANT YOUR FIELDS
STRATEGICALLY AND USE EVERY
LAST RESOURCE TO MAKE THE
BEST CONFECTIONS AROUND!**



*Competition
is fierce in
the world of
sweets*



SKU: SGDLC1 - MSRP \$39.99



CANOPY



CANOPY

WCG 011..... \$29.95 | Available Now!

Sunlight glistens on a small pool of water nestled inside the bright red leaves of a bromelia. A poison dart frog leaps from the water and hops along the narrow branches of the tree. The hot Amazonian sun shines down fiercely on the tallest trees,

but almost none of that light reaches past the canopy formed by the intertwining leaves. A deep guttural call of a howler monkey pierces the air and magnificently bright toucans flap forth from the foliage. The air buzzes with the fullness of life and activity. Here, everything is alive: pushing, striving, growing towards the sun!

Canopy is a game in which two players compete to grow the most bountiful rainforest. The jungle ecosystem is full of symbiosis and mutualism, and players must grow tall trees and lush jungle plants to attract the most diverse wildlife. By carefully selecting what grows in your forest, you can create the ideal balance of flora and fauna and develop a thriving rainforest.

In the game, players take turns selecting new cards for their forest from three new growth piles. Each time you look at a pile, you may select it and add those cards to your rainforest tableau, or return the pile face down, adding one additional card to it. As the piles grow, you must search for the plants and animals that will benefit your forest the most — but choose carefully as the jungle also contains dangers in the form of fire, disease, and drought.

Throughout the game, players will gain Trunk and Canopy cards, which allow them to grow tall trees. Each trunk can either be added to an existing tree, making it taller, or used to start a new tree. When a *Canopy* is played, it finishes a tree, allowing it to be scored at the end of the round. Each round, the tallest tree is awarded bonus points and at the end of the game, the player with the most completed trees in their forest will gain the Largest Forest award!

But what is a rainforest without wildlife? In *Canopy*, there are 13 unique species of animal. In the game, each species is represented on two cards (one active animal and one mating pair). When a player gains an active animal, they

gain a special ability that can be used once per Season. Each mating pair wants to be in the forest with the other animal of that type, and if you successfully pair the two together, you will score bonus points!

With beautiful illustrations created by Vincent Dutrait, *Canopy* transports players to a thriving rainforest jungle. The different plants, animals and phenomena in *Canopy* have effects or scoring inspired by the real life species. This blend of theme and mechanics makes *Canopy* engrossing and educational. To give more depth and reality to the game, each card features flavor text describing an interesting fact about the species or phenomena.

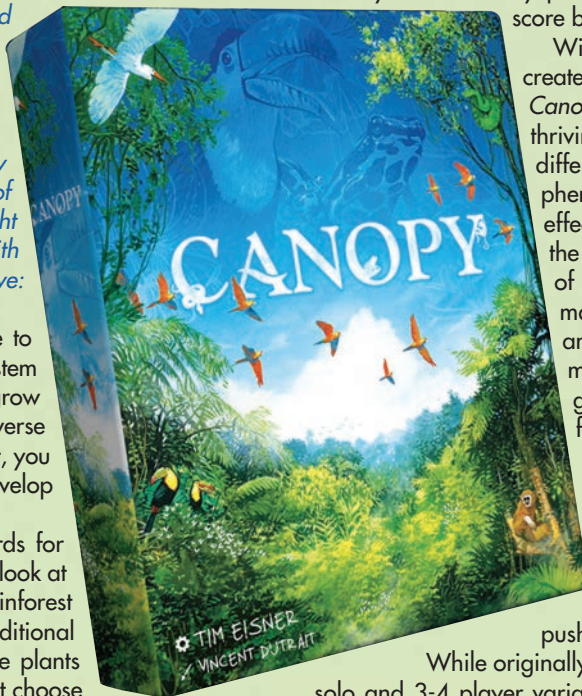
Canopy is an ideal entry level board game with easy-to-learn set collection and a fun push your luck drafting system.

While originally designed for 2 players, the solo and 3-4 player variants provide the opportunity to visit the rainforest alone or with a group. The advanced cards and Shifting Seasons variant add an additional layer and replayability to the game giving experienced gamers a satisfying puzzle in a quick playing package.

In making a game about the rainforest, the designer and publisher endeavored to create *Canopy* in as environmentally friendly a manner as possible. As part of this effort, all plastics were removed from inside the box, replacing plastic bags with paper envelopes, and removing the shrinkwrap from the card decks. In addition, all paper components are FSC certified (Forest Stewardship Council), and proceeds from the game are donated to plant one tree for each game sold.

...

Tim Eisner runs Weird City Games where he designs thematic and engaging games inspired by nature. Weird City Games is dedicated to making games in a sustainable manner and with each new game, they work to reduce the environmental impact of their games. Tim Eisner has been busy designing and publishing games in the last 10 years including Wonderland's War, Tidal Blades, March of the Ants, The Grimm Forest and Aquicorn Cove.



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Wonder Book

A Light-Fantasy Game That Involves the Entire Family



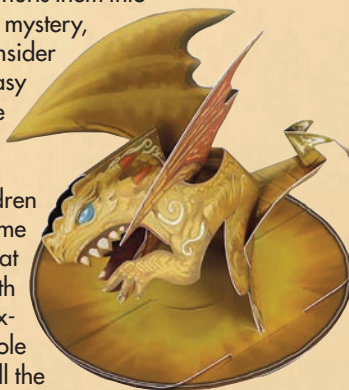
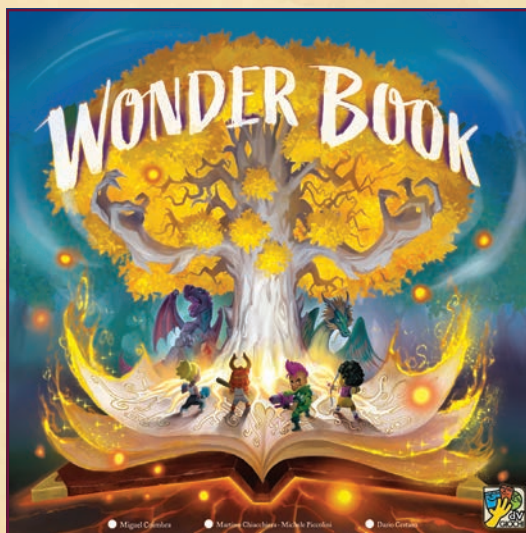
WONDER BOOK

DVG 9042..... \$79.99 | Available Now!

dV Games has given themselves a reputation for providing a memorable experience each time their games hit the table. Regardless of what you choose from their catalog, your goal will always revolve around trying to learn more information as you play. Simple rules make their games easy to pick up and play, but the true hook lies in the player's ability to read between the lines, connecting hidden dots, and doing your best with the perfect amount of information given to you (either by the game or the other players). While they have many popular games that have a shorter play-time (such as *Bang!* or their many *Deckscape/Decktective* experiences), my preference tends to fall toward *Wonderbook*, dV's take on a narrative driven campaign.

Wonderbook is a six chapter campaign that tells the story of (up to) four teenage kids who stumble upon a mystical book that hurls them into the world of Oniria, a land full of mystery, dragons, and surprises. I would consider *Wonderbook* to be a light-fantasy experience that is appropriate for most ages. While the age on the box is 10+, I would think that "board game literate" children who are familiar with basic game mechanics could make it work at around eight years of age. With that said, *Wonderbook* is an experience that can involve the whole family. A five year old can help roll the dice, make choices about where to move a character, or even immerse themselves in the story that *Wonderbook* so elegantly lays out for its players.

Wonderbook is a "pop-up" experience that I can't find in me to spoil for buyers. It really is that awesome and well done. The engineering that went into this board is truly phenomenal. Upon opening the box, players are greeted with professionally packaged, high quality content: beautiful dice, miniatures, cards and tokens, each with their respective slot in well-thought-out game trays. To top it all off, players are given a book as their game board. The first chapter starts with players completing a tutorial chapter on the back of the book. Then, when completed, players will open the *Wonderbook* and see the first (of many) pop-up surprises that await them — a mighty and glorious tree. Over the course of six scenario decks



(each with unique rules, choices, and consequences), players will learn more about the *Wonderbook* using a set of easy-to-understand actions to navigate throughout the world, fight monsters, and collect loot. Some



of these actions are asymmetric based on which character you choose, with each character fitting your standard roles commonly seen in the RPG genre: melee, ranged, healer, etc. For those seeking a greater challenge, a Hardcore Mode is provided in the rules and for those simply trying to enjoy a lighter runthrough, an Easy Mode is present as well. All of this comes together to create a unique encounter that dV Games provides to its customers time and time again.

Speaking of unique encounters, I have been asked many times about the replayability of *Wonderbook*. I like to compare this campaign to watching a movie. Many of us have no problem watching the same movie twice! We all have our absolute favorite movies, waiting for those memorable scenes to induce a moment of nostalgia, excitement, or tension. It's also fun to explore different parts of that movie. Focusing on different parts of a scene allows you to engage with it in a different, deeper, and more appreciative way. Why only focus on the main character? Why not look for easter eggs in the background props or see if the extras are doing anything interesting? *Wonderbook* gives off a similar vibe. One journey through its six chapters could see you looting a chest on one side of the room, while another playthrough could see you venturing to the other side that you didn't explore the first time in hopes of looting a key off of a skeleton. The best part is that throughout each chapter, you will encounter different endings based on the results of your playthrough. With such a welcoming and whimsical theme in tandem with quality storytelling, *Wonderbook* is a promising purchase that will engage all members in the family.

...

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SPACESHIP UNITY

SAVING THE GALACTIC PEACE



SPACESHIP UNITY: SEASON 101

PNA 51851E..... \$49.99 |

Available Now!

"Join the Interplanetary Alliance," they said. "Support the IPA in keeping the galactic peace and have grand adventures in space," they said. Instead, here we sit on the decrepit spaceship Unity, on a boring observation mission at the edge of the galaxy. What could possibly go wrong?

The galaxy awaits in *Spaceship Unity*, a new sci-fi narrative action game that won't have you just sitting at the table and instead turns your home itself into your spaceship as you work together to complete missions!

As recruits of the IPA, i.e. the Interplanetary Alliance, players will experience an extraordinary story full of action, adventure, and multiple branching story paths. You'll steer your own spaceship through the galaxy, using an exhaust fan as a jet engine, window blinds as protective shields, the bookshelf as the diplomatic database, a vacuum for the jump drive, and more.

In *Spaceship Unity – Season 1.1*, the focus is on the story. Just like a sci-fi TV show, the story continues over the course of several episodes, five in this case. Each episode is divided into multiple chapters with branching story paths for a different experience. The story keeps going no matter how the crew performs, but you'll be directed to different branches based on your performance. Even though the story will continue, missions aren't be taken lightly. The crew is the last hope for restoring the galactic peace!

Once your crew has been assembled, you're ready for your first mission. Episode chapters come in two types: action or challenge. Action chapters use a sand timer, keeping the momentum going as players read through the story cards and execute the tasks as they're directed. For example, a story card may instruct you to charge the ion cannon. This would mean instruct one player to take three crumpled paper balls and throw them up in the air. Challenge chapters don't have the time pressure and use the purple actions on cards, instead of the green, red, and orange actions, to move forward in the mission. Purple actions are more difficult and can be failed. You aren't just executing a task; you must achieve a specific goal on the first try. Each failure will advance the marker on the life support track, moving close to a mission failure.

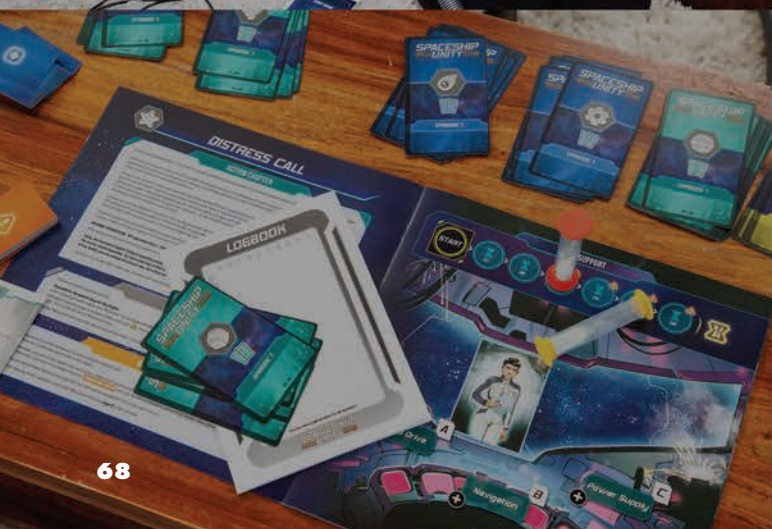
Both chapters have their own twists to add further hurdles as the crew tries to complete the missions. Action chapters will challenge players with malfunctions to their ship's systems while challenge chapters will bring injury cards that will affect a player's behavior such as only being able to walk backward while completing tasks.

After completing chapters, players will debrief about their mission, assessing their performance, checking off boxes in the logbook, and reading the next piece of the story.

With five episodes and hundreds of story cards to explore, *Spaceship Unity* will take you on many adventures throughout the galaxy, so grab your crew and launch into space!

...

Beth Erikson is the Marketing Manager for Pegasus Spiele North America. She is an avid gamer, a collector of far too many books, an explorer of the outdoors, and would love to be on an epic sci-fi adventure.



PICTURE PERFECT



2-4



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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #52 - ADVENTURING PARTY

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.

PAINTING YOUR GAMEMASTER CHARACTER STARTER SET

There are a number of different starter paint sets available from a variety of different hobby companies. Typically they comprised of nine or ten of the company's standard paint bottle, and can feel a bit lacking in the variety of options that you would usually like for painting your first models.

The Gamemaster Character Starter Set from The Army Painter has turned that old format on its head by providing 20 paints in bottles that are 2/3rds the size of The Army Painter's standard pots.

By making this simple change, The Army Painter set can provide much greater satisfaction for a similar price point to the other starter sets on the market. For those gamers new to painting miniatures, this new approach means that they'll be able to paint a wider variety of minis "straight out of the box."

The lovely plastic miniatures shown painted here are from the Character Starter Set too, and were primed with The Army Painter's Matt White spray primer before being painted with paints (almost) exclusively from the box. I used some Shining Silver (not in the set) to highlight the silver and gold elements of the minis.



The models used as examples on these pages are from The Army Painter's Gamemaster Character Starter box.



The silver was Deadly Iron, shaded with Shadow Wash, then highlighted with Deadly Iron and Shining Silver.

The gold was basecoated with Bear Brown, and highlighted by mixing in more and more Dwarf Gold, before finally hitting the tips with Shining Silver.





The robe was painted with Mermaid Turquoise, shaded with a Turquoise and Worm Purple mix, and highlighted with Turquoise mixed with Ancient Bones. The trim was painted with a thinned layer of Wildfire Orange, then highlighted with Angelic Yellow, and some Lawful White mixed in.



The cloak was painted with Worm Purple, and highlighted by mixing in some Kraken Blue. The leather armor and boots were basecoated with Bear Brown, highlighted with Dryad Brown, and shaded with Shadow Wash. The skin was Rosy Skin, shaded with Flesh Wash and highlighted with a Rosy Skin and Lawful White mix.



The skin was painted with a basecoat of Bear Brown, shaded with Shadow Wash, then highlighted by mixing Rosy Skin with Bear Brown.



The cloak was basecoated with Elven Green, shaded with a mix of Bear Brown and Elven Green, then highlighted with a mix of Ancient Bones and Elven Green.

TYING YOUR PARTY TOGETHER

There are two primary ways to make minis that are very different look like they are part of a group:

1. The bases. If the ground they are standing on looks the same, then our minds will automatically bring them together as a cohesive group.
2. A shared color. In the case of these adventurers, I used Worm Purple on each of the minis to tie them together. The Cleric's gloves and sash, the Warlock's skin, the Rogue's cloak, the Fighter's pants, and the Rangers bandana.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



CALL TO ADVENTURE: EPIC ORIGINS (BGM 344)

From Brotherwise Games, reviewed by Eric Steiger



13 & Up



1 - 4 Players



30 - 60 Minutes



\$44.95

There are a lot of people whose favorite part of playing roleplaying games isn't actually playing them; it's creating characters. They find the fun in designing a backstory, maximizing mechanical effectiveness, and fleshing out the details to create a full-fledged PC, even if they never get the chance to play as them. I have good news for these people: this is the game for you. *Call to Adventure* is a series of boardgames based primarily around assigning traits and character elements for a hero, while sending your heroes to collaborate to defeat an Adversary, with the person with the greatest destiny being the winner. The newest iteration of the series, *Epic Origins*, fleshes out the original game with a campaign mode, and fully revamped cooperative play and solo mode.

You begin the game by choosing initial elements of your character — their Heritage, Origin, Class, and Destiny. Your Heritage is dealt at random; for the other traits, you have a choice between two cards for each. Over the course of the game, as your character's story progresses, these character cards will have story cards added to them. On your turn, you'll look at the face up cards from the current story deck and choose one to take — either a challenge for your hero, or a trait to add to them. Gaining a trait usually requires that you meet certain prerequisites and pay a cost, but there's no risk to them. Facing a challenge, on the other hand, forces you to "cast the runes." Rather than rolling dice, you create a pool of tiles based on your character's skills, and whether you wish to pay experience for the use of "dark runes," which can add to your score, but also push your

character towards the path of the anti-hero. You toss your runes onto the table, and depending on which ones are face up, will determine whether you succeed or fail at the challenge. Failure isn't a complete loss, however, as it gives you experience that you can spend on future challenges.



Once you've added three cards (challenges or traits) to the first of your character's initial cards, you unlock the next chapter in your story, allowing you to reveal and draw from the next story deck. After you've done this twice, you will face the Adversary! Each player must deal with the Adversary challenge when they finish Act 2; success gives them a special advantage, while failure has no effect. Once every player has faced the Adversary (whether they succeeded or failed), the Adversary card flips to reveal the Final Adversary, which will have special rules for how you play Act 3. Once a player completes Act 3 (just like before, by adding 3 cards from that story deck to their character), each other player has one more turn, before you must all face the Final Adversary to end

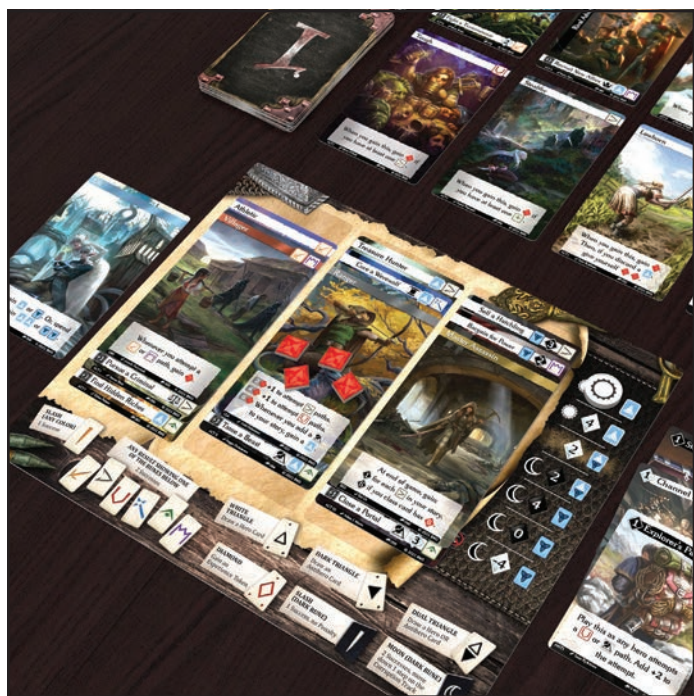
the game. If you fail, then the game is collectively lost; there is no winner. If you succeed, then the player who accumulated the most Destiny (from your character's various triumphs and tragedies during the course of their adventure) wins.

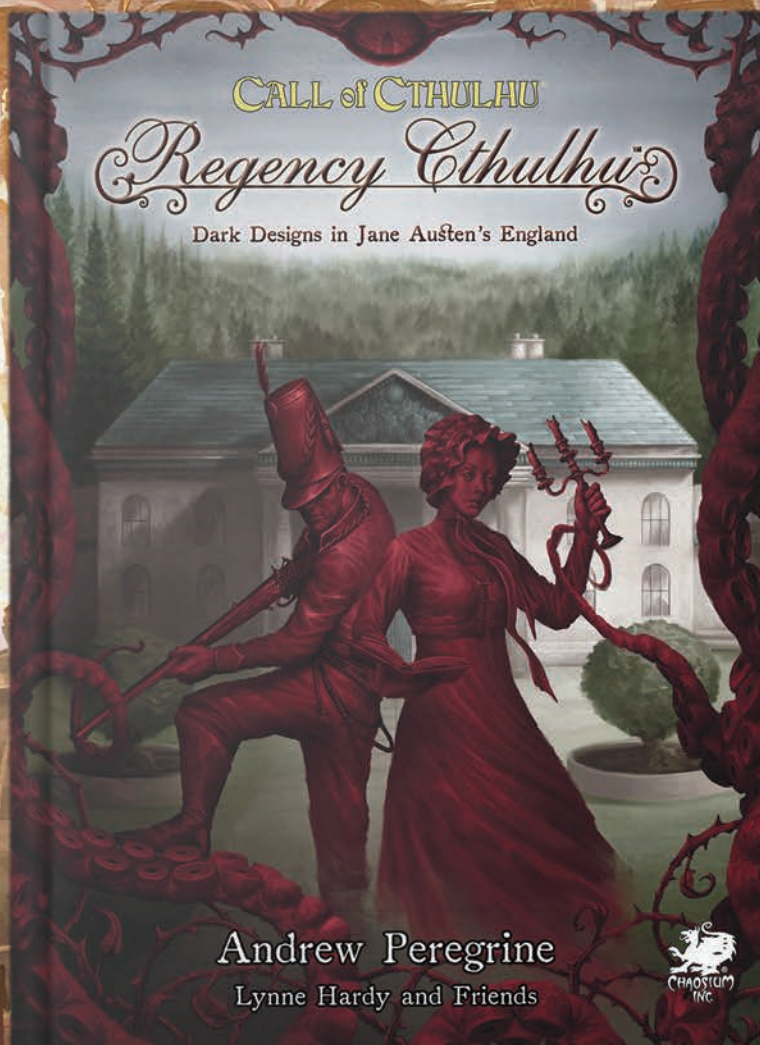
Call to Adventure isn't the most strategic or cerebral of boardgames, but as a storytelling engine, it's fantastic, and *Epic Origins* ramps up that feature to 11. In addition to the purely cooperative and solo modes, the addition of Heritages and the campaign mode with a series of progressive Adversaries and destinies makes the game feel like a grand roleplaying campaign shrunk down and abstracted out. My character isn't just a collection of cards, but a collection of stories, and that's why one of the most innovative additions to *Epic Origins* is the guide for taking your completed character at the end of an adventure and translating them into a *Dungeons & Dragons 5th Edition* character sheet. I love this, because I don't want to abandon this character I put so much work into when I clean up the game, and now I don't have to.

The art from *Epic Origins* looks like it was pulled from a *D&D* campaign, as well — it is more "high fantasy" than any of the previous iterations, and it's all gorgeous. As I said, it's not necessarily the most strategic or cerebral of games, but what it lacks in those areas, it more than makes up for in storytelling. It is, very possibly, a roleplayer's favorite boardgame, and if you need a break from a weighty RPG campaign, I highly recommend it.

...

Eric is your friend, and friends wouldn't let you play bad games.





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CALL of CTHULHU
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BOOP. (SND 1009)

From Smirk And Dagger, reviewed by John and Isaac Kaufeld

 10 & Up	 2 Players
 20 Minutes	 \$39.99

Cats get into everything. It's a movie trope and a reality of life. Christmas trees, bookshelves, desks, and any box you leave sitting still long enough. Cats love this stuff. But cats especially love jumping onto a the bed.

It's that behavior that brings us to *boop.*, the newest entry in the Smirk and Laughter line by Smirk and Dagger Games. The box text says it's a "thinky" game, but the box art looks cute and cuddly. It turns out that both things are true.

Let's prowl around and pounce on the top five things you need to know about this delightful little 2-player game.

IT'S CUTE FROM THE START

Setting up *boop.* only takes about a minute. The box contains two bagged sets of cats in gray and orange, a quilted square, and the game instructions. Flip over the bottom of the box and put the quilted square on top. That becomes your playing surface — or as the game says, the bed.

Each player gets 16 super-cute wooden playing pieces. Eight are playful little kittens; the other eight are larger cats. You play with a pool of eight pieces at a time, so put the cats into reserve for a moment and keep the kittens handy.

A FRESH BED LOOKS VERY INVITING

The basic move in the game is exactly what you would expect it to be with a clean, soft bed and a flurry of cats around. Each turn, a player takes a kitten or cat from their pool and places it somewhere on the bed.

Of course, this landing may disturb the cats around it, which is where the game gets its name. When a kitten (or later, a cat) jumps onto the bed, it "boops" the kittens around it, making them all move one square away from the intruder either orthogonally or diagonally.

If the kitten is sitting too close to the edge of the bed, they get booped off the bed entirely, which sends them back to the owner's pool. And yes, all eligible kittens are booped by a new arrival, regardless of which player they belong to.

TURNING KITTENS INTO CATS

All of this bouncing and pouncing and booping is fun, but things start heating up when you promote your kittens into cats.

To do that, all you need to do is line up three kittens in a row, either vertically, horizontally, or diagonally. When your kittens are in a line, you remove them from the board and move three cats into your pool.

The cats function just like kittens, with one important exception. When a cat lands on the bed, it moves both kittens and cats. Kittens only move kittens, never cats (although the kittens may earn a droll side-eye from being just a little too excitable).

Cats are how you win the game. The first player to get three of their cats in a row wins immediately.

THE ONE EXCEPTION TO BOOPING

The game has a special rule if two cats or kittens (or a mixture) are sitting next to each other when another cat lands near them.

If a kitten or cat would be booped into a neighboring kitten or cat, then that kitten or cat doesn't move. The landing might boop other



cats just like normal, but two pieces can't share the same space nor can the create a chain of boops. (This behavior has to do with cat physics, which is far beyond the scope of this review.)

PLAYING WITH YOUNGER CATS

Although *boop.* looks light and cute, it really contains a lot of strategy. Children 10 and up (or a smart 8 to 9 year-old) will pick up the game pretty quickly, but it's visual look and the sheer fun of cats bouncing on the bed means that younger kids will want to play as well.

The rules include an optional adjustment for those younger players which maintains the fun and beauty of the game while making it accessible to younger players. The adjustment is very simple: it removes the step of turning kittens into cats.

This makes the game play faster and with less intense strategy, but the experience is still delightful.

VERDICT

boop. is one of those rare games that's fun, easy to pick up, and strategic without being brain-melting. Plus it features cats frolicking on a bed, which is an automatic win for a lot of folks.

The game's visual presentation is a win as well. The box bottom's side panel art looks like a bed skirt, complete with a kitten and cat peeking out. The quilted "game board" builds on the theme, creating a nice playing surface. The wooden kitten and cat pieces are easy to hold and manipulate in addition to being darned cute.

boop. earned a solid recommendation from both of us. It's elegant and fast, with just the right amount of "thinky" parts. And cats.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



Findorff

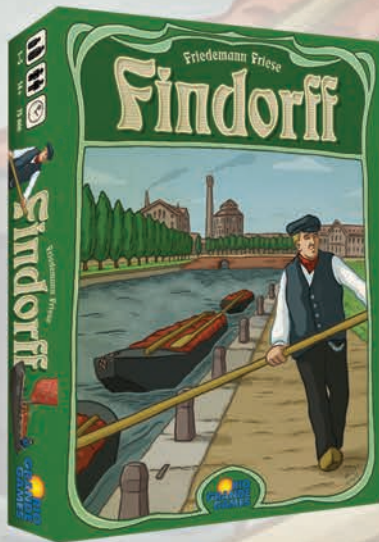
Raise the important structures of Findorff, one of the 23 districts of Bremen, the hometown of Friedemann Friese. Findorff has three "F"s and is named after Jürgen Christian Findorff (1720–1792), who was responsible for draining and surveying the bog in the north of Bremen, for extracting the peat, and for populating the bog with residents.

Findorff offers an economic engine builder with a resource market for peat known from Power Grid and an innovative resource management required when building rail tracks and houses.

Your focus is on raising the right combination of the 25 historical structures from the period of 1803–1916. Do you raise the Reed Chair Factory or the Slaughterhouse to gain a lot of thalers, or smaller structures like Schools, the Beer Hall, or the Peat Skipper Shelter to win the game in small steps? You can even profit from the high mortality rate of this period by running a Cemetery.

Only by adapting your strategy to your structures you honor Mr. Findorff and win the game when the roadbed to Hamburg is finished.

Contents: 1 game board, 230+ wooden parts, 35 cards, 190+ cardboard tokens, 1 rule booklet



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WRONG PARTY (TET 5364-UU-BSG 1)

From Unstable Games, reviewed by Brian Herman

 12 & Up	 2 – 5 Players
 30 – 60 Minutes	 PI

I don't think anyone can help but adore the offerings from Unstable Games. The cute art style and slightly dark humor combined are such a winning combination that every time I just open one of their games, I know it's going to be an instant hit in the household. Let me just say here that *Wrong Party* is no exception. Mismatched characters assembled at a gathering with strong RPG "Party" elements make this a double entendre worth exploring fully. Gather your party invites, we have a celebration to attend!

To set up *Wrong Party*, unfold the scoreboard in the center of the table while each player chooses a different colored Party Hat token that they will use to keep score. Separate and shuffle the two decks of included cards: one for the various "Party Guests", and other featuring different "Party Themes." Theme cards show either one or two colors which are the different themes for the current party (Blue, Yellow, Purple, or Red), and the related items that will be prevalent at that party (Food, Music, Conversation, etc).

Guest cards have a point value, usually have color(s) indicating what type of party they like to attend, and a list of likes/dislikes of various party items corresponding to the icons on the Party cards. Deal each player a hand of six Guest cards and flip the top deck of the Theme card faceup for all players to see. The party is ready to start!



Wrong Party gameplay occurs over three rounds of drafting. Each player selects a guest from their hand to attend the face up party theme chosen and places it facedown in front of them, then selects another guest from their hand places it in an individual face up discard pile, and then passes the remainder of their cards to the player on their left. After receiving a hand of new cards, each player draws a new card from the deck and repeats this process, continuing to play and discard and pass an ever-dwindling hand of party guests until there's nothing left to play, and each player has five facedown party guests. Here's the catch, though: once you've played a guest face down, you *can't* peek at it, which means you have to remember what you've played until it's time to score.

During scoring, each player will go around the table revealing cards from the first played all the way around the table until all five Guest cards are faceup. Some cards have special effects when revealed that will affect all players, while some will simply have a score and likes and dislikes. Once all cards are revealed, each player calculates their score and moves their party hat along the score track. Each guest has a base point value that is added together. Then each



guest that matches the color of the current party theme adds extra points. Each guest that has a "Like" that matches the current party items adds points, but guests that "Dislike" those items subtract points. Finally bonus points are awarded for a guest list that contains 1 of each color, or 3 or more matching colors. With multiple ways to score points, it's always anyone's game. After 3 rounds of this, or 3 "Parties," the player with the party hat on the highest value on the scoreboard is the winner!



Despite its simplicity in gameplay, *Wrong Party* is adorably addictive and surprisingly intricate in the multitude of ways that points can be scored. Some Guests count as all Party theme colors, and some have none but provide a bonus in other ways. This combo of "easy to learn, difficult to master" means that *Wrong Party* is a delight for gamers of all ages and different experience levels, from the first game out of the box to the 100th played. The art is Unstable Games at its best and is sure to draw laughter from players as they look at their hand and decide whether to invite "Stabby the Unicorn" or "Illuminati Jeff" to the current gathering. Whether you're a fan of Unstable Games former offerings or this is the first time you've heard of them, give *Wrong Party* a close look, I'm sure it's right for you.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.





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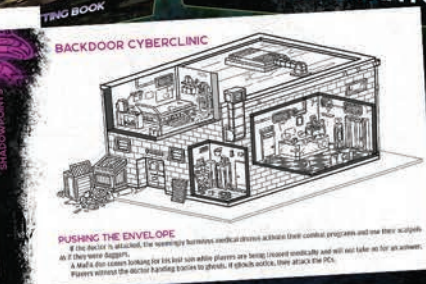
BUILD YOUR RUN!



The Sixth World setting is the heart of **Shadowrun**, and two new products help players bring the world to life in their games.

Emerald City is the Seattle sourcebook for **Shadowrun**, **Sixth World**, detailing all the districts of the city including information on the people and places that make the district move and shake. With vivid information on people and places along with qualities that help shape characters who might come from each district, this book helps weave the city into your game in new ways.

Shadow Points also brings locations to life. This deck of cards details thirty locations that can be dropped into any city in the Sixth World. These include a cubicle farm, police station, shopping mall, and more. With information on entrances, exits, security, and more, this deck makes it easy to work in a wide range of locations into any mission, keeping the action moving while throwing new challenges at the players. While it's designed for **Shadowrun**, **Sixth World**, **Shadow Points** is useful to anyone who wants a working list of beautifully illustrated cyberpunk locations!



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SENTINELS OF THE MULTIVERSE: DEFINITIVE EDITION (GTG SMDE-CORE)

From Greater Than Games, reviewed by Thomas Riccardi

 13 & Up	 3 - 5 Players
 30 - 60 Minutes	 \$69.95

Villains are lurking in the shadows plotting to take over the multiverse and the only hope that stands in their way are heroes. Will you rise up to the challenge and defeat your enemies or will you succumb to their dastardly deeds? This is the setting of the *Sentinels of the Multiverse - Definitive Edition* from Greater Than Games.

For those that have played the original *Sentinels of the Multiverse*, you might be wondering what are the differences between the two editions? Well, for starters, the game has been streamlined to provide a better gameplay experience and the art has been improved.

So, what comes in the box? There are twelve heroes to choose from, including the rosters from The Freedom Five and The Prime Wardens, along with two others, Unity and Ra. Each of these heroes has an alternate character card chronicling their first appearance as well.

Six villains are also included, and they are looking to wreak havoc in a variety of ways. From conquering the world with an alien fleet like Grand Warlord Voss, to the Omnitron, an AI that has become self-aware and has decided that all humans must die.

Finally, there are six different environments that you will be fighting in, ranging from Megalopolis to the Ruins of Atlantis, as well as tokens, Spinners to keep track of hero and villain health, events, critical events, and a rulebook round out the boxed set.

In order to get a basic understanding of the game, Greater Than Games recommends that you start with the villain Baron Blade. To set up the game, put the Baron Blade deck on the table without shuffling it as it is intended to be used, as-is, right out of the box.

Next take the environment Megalopolis, shuffle that and put it next to the deck. Select the primary character cards and select the heroes Bunker, Tachyon, Legacy, The Wraith and Absolute Zero corresponding with how many people are playing. This is known as the H-number and it has various effects on the villain throughout the course of play. Place the villain character card next to his villain deck and you are ready to get started.



Each turn of the game is broken down into a sequence that follows the pattern of villains going first, then the heroes, in turn order and

lastly the environment. Each of the turn sequences is broken down into various phases that are the Start, Play and End phases.

During the Start Phase any active card on the table with that text is put into play. Next is the Play Phase and during the villain and environment phases you only draw the top card from that deck. However, during the hero phase the players can choose which card to play from their hand. On the hero's turn during the Power Phase each hero can choose to play an active power from either their hand or the one that is located on their character card. On the hero's Draw Phase, the players draw from the top of their deck and each sequence completes with the End Phase. During this phase anything that has the red text displaying End Phase activates.

Villains and Heroes clash and attack each other, causing damage as indicated by their attacks. Heroes must be careful however! If they reach zero, they are incapacitated and their card is flipped over and during their turn they can only use one of the abilities printed on the back of the card. If the villain's hit points are reduced to zero, then that means they are vanquished, and the heroes win the day!



Each of the heroes has a nemesis and if the hero and villain share the same symbol then the damage output is increased by one. Once the players are comfortable with the basics of the game you can tackle some of the more devastating villains that lurk in this boxed set. There are also rules about Collections, which are abilities that heroes take with them against the villain along with Critical Events. These events are a pivotal point during the game as something happens to the villain as his character card is replaced with a more powerful one. You will want to summon all of your might to deal with these special villains so you can win the day and save the Multiverse.

If you are a fan of superheroes and love a streamlined, fast paced game you need to check out *Sentinels of the Multiverse* definitive edition. For more information on this and other great games check out <https://greaterthangames.com/> and get ready to save the day!

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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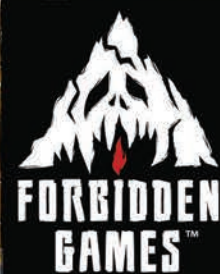
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